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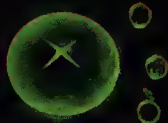


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12.

Phantasy Star Online V2



10.

Time Crisis 2 Grand Theft Auto 3



17.



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FOUL

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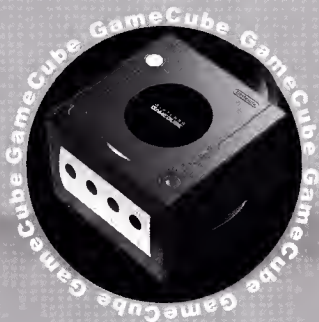
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Contest Rules:

1. All contestants must be 18 years of age or older.
2. Limit one entry per person.
3. Entries due no later than post marked January 30th.
4. Incomplete or illegible submissions will not be accepted.
5. Drawing to be held February 15th, 2002.
6. Winners will be notified by telephone.
7. The Grand Prize winner will be posted at www.foulmag.com.
8. All entries will be added to the Foul reader database.
9. One Grand Prize winner and ten Second Prize winners.

CONTEST ENTRY FORM

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Tell us how you heard of
FOUL and maybe we'll
help you cheat!

FOUL EDITORIAL



Jesse LaBrocca

Editor in Chief
defender@foulmag.net

When will it end? The new releases are killing me. Last year we had to figure out which was better **PS2** or **Dreamcast**. Now the questions get harder with **Xbox**, **Gamecube** or **Playstation 2**. I don't know how many people in the last month have asked me this one question but I do know that if not for **GTA 3** I might have hung myself. **GTA 3** happens to be the best game I have played in a long ass time. I really don't like to tell other people what they should or should not like but hey. You picked up this mag in hopes of getting a fucking opinion I am sure. My opinion is...**FUCK!** I can't decide, so I will play them all and so should you. Go get an extra credit card, go beat up an old lady, or better yet steal a system from some twelve-year-olds comin outta ToysRus. Just go get yours. I got mines and I ain't sharin! Fuck y'all.

On another front...the war is getting a little cooler. Seems like the Northern Alliance are comin correct and kickin some Kabul butt! The Taliban is on the run but who knows how long it will be before we get to put the head of Bin Laden on a stick. My mind is still preoccupied with all this terrorists shit. We tried to send out some mailings to a few places in bumfuck Ohio and they were jerk-offs telling us how they are not accepting ANY mail whatsoever and to not send them anything. C'mon! What kind of egotistical testicle thinks they are a target for terrorism and lives in Ohio? So yeah...I am bitter and I am pissed about all this shit. My daily commute on the Subway (Yes, I ride the **W** everyday) keeps on getting delayed cuz of all the precautions. I have to sit for up to an hour just to get to work. Life **SUCKS** now. Sure...maybe I do not have to be this pissed and bitter but I can't help it. My quality of life has been greatly reduced. New York City has gone from the Capital of the World to Ground Zero.

We had a bangin party up at **Barcode** last month. Got drunk and stayed out all night. The crew was very happy to unwind and the tab was on me. For all those who showed up...thanks. For those that chose to pass...your loss. I suggest when we have our next big party that if you are a reader you attend. The party was hot. We had mad food, gaming, and even some hotties were up in the joint. I also gave out about a thousand dollars worth of game cards for the arcades. Drinks were all bought and paid for by yours truly. I also gave out a **Gamecube**. Maybe next party we will give out a **Xbox**.

I am also pumped about one thing, the **Hot Chick Centerfold** that we will be shooting with a couple weeks. We got these sweet looking ladies lined up. I plan on doing the most provocative centerfold yet. Lingerie will be a must. I am thinking maybe a see through red. Please check out the site for updated images of all our centerfolds. If you feel you are a **Hot Chick** or you have a bitch you think is then you should email us. Remember...pimpin' ain't easy.

So what do you expect this issue? What about next issue? What about next year? I want to hear more from you, the Foul reader. Send me a letter or email and you might get a free T-shirt. Read on cover to cover.

-Jesse LaBrocca

bitter and pissed but still kickin it

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Dear Foul,

Great Mag! We need more Virtual Boy Coverage though. Poor taste is clearly your goal. Ummm.....cool.

-Crispin

Ed.: "We need more..." Who is "we"? You and your inflatable girlfriend? Speaking of poor taste, how does that plastic poo-nanny taste? Does she get jealous when you jerk off to the Hot Chick Centerfold? Keep reading and keep on being freaky.

F to the izzo, U to the izzel. Finally there's a mag that makes me put my controller down for a hot minute. The articles had me dyin'! Homegirl Blaize was lookin' proper and I would've sucked on them toes, sheeit, along with everything else. Do y'all need a new editor 'cause I could write my ass off and I need to get compensated for all of the man hours I put in my PS. Whoever said that video games rot your brain was right cause y'all on some other shit. Keep up the good work!

-Tu Pac-Man

Ed.: What the hell are you talking about? Listen Thru-Pac you need to get some English skills. Blaize has an "s" and not a "z" in it. As for you replacing me as an editor ...not unless you got a Uzi. It seems that the brain rot has affected you the most. Maybe you spend too much time playing games like Jeopardy on your NES.

Dear FOUL,

Hey, loved the last issue. Really fucking patriotic man. But what's up with Shenmue II? It's in your preview section and I've been waiting for that game to come out forever. C'mon, when is it coming out? Thanks and keep up the awesome mag!

-Masta Prince Fleaswallow
via the internet

Ed.: Glad you liked our anti-terrorist issue, Masta Prince. We put a lot of heart and all our anti-Taliban sentiment into it. To answer your question, the U.S. release of Shenmue II has unfortunately been cancelled. News of the cancellation came to us a few days after we went to print. There are a lot of disappointed fans in the U.S., but we hear you can play the European version of the game using the DC X-ploder or Gameshark to boo the disk up. Don't quote us on that one, though...

Whazzup FOUL:

Hey I like those pictures you had of Osama taking it in the ass from a skyscraper. That's just what that asshole needs. As for me, I'm ready to get busy, ok? I'm ready to go off to Afghanistan and smoke that fucker out of his hole. I'm leaving for Army boot camp in a couple of weeks, and I showed my copy of FOUL to my recruiter, and he liked it a lot, especially the centerfold. You should have more top ten lists about favorite games, but about cool people, like the Firefighters' Favorite Games, or the Police Department's Favorite games, maybe even the Army too. What do you think? Peace out!

-Ed Papadopoulos
NYC

Ed.: Have fun. You have our support and complete loyalty to your cause. Killing Bin Laden is top on our list of things to do this Holiday Season. I hope the Army reads Foul cuz they could use the laughs. Keep safe.

Correction:

In Foul Vol. I, Issue 3, a review of the game "GI Joe: Revenge" attributed Acclaim as the game's publisher. Acclaim is not the publisher of "GI Joe: Revenge", nor is there any publisher as the game does not exist. It was a joke. We apologize to Acclaim for any inconvenience as it seems they had a few calls about the game.

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FOUL BECOMING HARDCORE



Friday night and it's after 5PM...
It's time for some healthy perversion!
"Pucca-Pucca-Pucca..."



ARE YOU A HARDCORE GAMER?

Do you eat, sleep, and piss video games? Can you play two-player games by yourself? Have you ever thought about painting your Guncon black and robbing liquor stores with it? If so, you might be a **Hardcore Gamer**. Here's your chance to show us how **Hardcore** you really are, and score some free stuff for your trouble! Send in a couple of photos and a bio of why you think you're Hardcore enough to be in **FOUL Magazine**. You can take photos of your kick-ass, 100-inch TV and 500-watt stereo gaming-rig. Maybe you have a tattoo of the **Rockstar Games** logo on your ass. Is a kinky Pac-Man outfit hanging in your closet? A cool scar you got, weird thing you did while playing games, whatever it is—as long as it's **FOUL**. The most **HC** submission gets a free **FOUL** t-shirt and a game of our choice. Winners also get entered into the prestigious **Hardcore Gamer of the Year Contest**, for

a chance at winning **\$200** in cash! That's right, bitch, **\$200!** When was the last time your broke-ass saw that much money all at once? Even if you don't win the grand prize, you'll still get the privilege of having your name and photo appear in **FOUL**, the most fucked up of magazines. And when you think about it, that is better than money...

Make sure you tell us what size t-shirt you want (we have S, M, L, XL, and XXL in both men and women's tees). If you email pictures to us, make sure to send them in .jpeg or .gif formats. All submissions become property of **FOUL Magazine**. Also, don't forget to write down your mailing address, phone number, and what system you own so we can send the game and t-shirt to your house; or else we'll just keep that shit for ourselves.

Send your story, pics, or whatever to:

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Or email them to us at
hardcore@foulmag.com

(By submitting items you are giving us permission to put them in print. All items sent are non-returnable.)



Some people just have a dog.



Lesson 04: Don't Be a Bitch!

You could have the best system and know all of the secrets to all of your games; you could roll through Super Mario Bros in 15 minutes and know every finishing move of every Mortal Kombat character ever. You are still not hardcore if...

You Play Like A Bitch!

Sub-Lesson 1: What is a bitch?

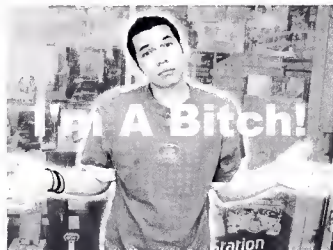
A bitch is any gamer that is not confident in his abilities and able to admit defeat. A bitch will whine and cry about losing, and do everything he can to prevent the inevitable from happening. You can tell bitches by the high pitched nature of their voices and the way that they stomp around and throw things whenever they lose. They tend to be very loud and are constantly talking about which games that they are good at and which games they have beaten. When ever a bitch enters the room it is customary for your eyes and mutter, "oh shit".



Sub-Lesson 2: How can I tell if I am a bitch?

- ◆ When you go to the arcades and win a game do people usually leave instead of playing you again?
- ◆ Have you ever stormed out of someone's house after losing a particular game?
- ◆ Is your opinion of a game directly affected by how good you are at it?
- ◆ Do you find that many controllers, arcade machines, televisions, and programming languages are defective?
- ◆ Do you find yourself reading strategy guides more often than actually playing games?

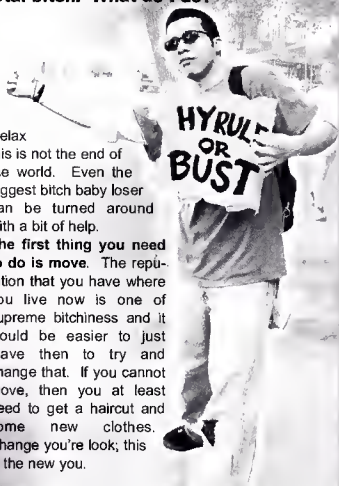
If you answered "Yes" to any of these questions then you are probably a bitch. If you answered "Yes" to ALL of these questions then you are a supreme bitch and need to go through some serious hardcore conditioning.



Sub-Lesson 3: "Oh my god, I am a total bitch. What do I do?"

Relax this is not the end of the world. Even the biggest bitch baby loser can be turned around with a bit of help.

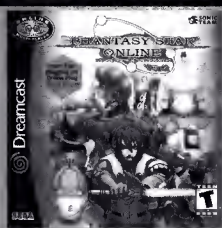
The first thing you need to do is move. The reputation that you have where you live now is one of supreme bitchiness and it would be easier to just leave then to try and change that. If you cannot move, then you at least need to get a haircut and some new clothes. Change your look, this is the new you.



Sub-Lesson 4: Bitch-to-Man Conversion

After the change is made, you are now a man. Go to an arcade and walk up to your favorite game. Pick a character that you have never used before; in fact pick the worst character you can find. If it is *Street Fighter* Zangief; if it is *NBA Showtime* be the Golden State Warrior. At first it may seem like you are not using your talent, but remember, if you are truly hardcore you will win with anyone. The only thing that you need to remember is that you should never win with a character that you would never use. After a while you will get good when you really start winning with sucky characters.





OF PLAYERS: 1 Player Offline/ 4 Players Online

DEVELOPER: Sonic Team

PUBLISHER: Sega

INFORMATION: www.sega.comFEATURES: VMU, Modem, Online
Multi-Player

by Jessen Jurado

Total Score

786



Did you play the first *Phantasy Star Online* forever?

Did you make lots of online friends, spend hundreds of hours looking for weapons, raising your mag, and trading rares? If you think you got the most possible gameplay out of the original and want more, then you should already have *PSO* ver. 2. But, if you're a newcomer to the *PSO* universe and want to know if it's worth getting this or the original, then you should know that this is the game to get—it has everything the original has and then some.

The meat and potatoes of *PSO* is online play. You could play it offline, but it's boring that way. If you do it you're in for a long, tedious game. Those never-ending caves and forests teeming with monsters are a lot more fun when three other players have your back. Cracking jokes, talking shit, trading items and basically fucking around is what it's all about. If you've played *PSO* lately, however, you know that the biggest drawback to online play are all the Gameshark users that hack bogus items, lurk in rooms waiting to kill legit players, and steal weapons. It's too bad you can't play a decent game of the original *PSO* without encountering a cheater, and the only protection against them is playing with people you know well. Because of this, Sonic Team has done a few things to bring the fun back into meeting new people online in *version 2*. If you liked *PSO* but got turned off by the constant fear of losing your rares or worse, your entire VMU file, then ver. 2 is perfect for you. The servers now recognize hacked weapons and erase them from the game. After you buy items or take them out of storage, the game saves automatically, so there's less of a chance of losing your stuff. Finally, though the first *PSO* was free to play (provided you had an ISP), ver. 2 requires paying for a three month Hunter License. What does all this mean to cheaters? *PSO* players can't use ver. 2-exclusive modes, nor the new weapons and items. In addition, cheaters will eventually get caught, banned, and their Hunter License fee won't be refunded. This is to ensure that only non-cheating, diehard fans will be on *version 2*.

What else is different this time around? Sonic Team fixed a couple of big glitches: no more casting Resta from you menu to raise your buddy's TP, or charging each other's Photon Blasts with a well-timed Resta/Grants trick. Oh, and of course you can't "player kill" in the normal game anymore. A quick select menu for weapons, items, and spells is now at your disposal, so you don't have to muddle through the main menu to re-equip your weapon after dying. The online interface has also been improved. Finding friends is far easier, with an option to sort Guild cards, and you can even search for new teammates by class, race, or level.



PSO version 2...More weirdos than your average subway car.

Among the more significant changes are more balanced player classes: Technique Disks above Level 15 are now available for Newmans. Androids can set traps that, once triggered, work much like Techniques. This makes for a more balanced game, where high level RAcas or FOnewms are as effective in battle as ARamars or HUMars of the same level.

Weapons and armor are light years ahead of the original *PSO* crop. They have to be; the new Ultimate difficulty mode is no joke! You might as well give all that rare

shit from *PSO* away for all the good it's gonna do you. Even at level 100 with a Heaven's Punisher and the stat-increasing spells Shifta and Deband, you still won't be shit to these enemies. To play in Ultimate mode, what you need are those nice-ass special ver. 2 rares. You know they're special because their names are spelled out in bright red, glowing letters. Some of these new weapons upgrade your Attack power by one and a half times your normal strength! Even so, you still won't get very far in the single player mode. Your candy-ass, underpowered self needs to team up with other players to make any impact on the waves of enemies that come at you. And I mean WAVES of enemies. They're faster and stronger than you, attack in packs, and as soon as you stomp one bunch out, another horde appears. Remember Jellen and Zalure, the offense/defense decreasing spells you never used before? They're a necessity here. Without these techniques, ver. 2 weapons, and a Shifta/Deband combo for yourself, you won't last long.



"No, really officer. The truck just rolled by and the guns fell out the back!"



Look, I spelled my name on his chest with bullets!

Upper Left: Sniff, Sniff...Whats that smell? Burnt hair?

Lower Left: I love going to exotic lands and killing cute animals!

In addition to the main game, there are also some new bonus modes and features in ver. 2. New Guild Quests, both online and off, have been added, as well as a battle mode and a survival challenge mode. The battle mode pits you and another player in an *American Gladiators*-style arena, with timed, deathmatch style gameplay. There's a mode where you can complete the game as usual, but with the ability to hurt your teammates as well as enemies. The survival mode strips you and up to three other players of all the precious weapons you've amassed and sends you back to level one. Your task is to complete an entire stage using only the

weapons and items you find on your way. I wasn't too impressed by the Battle mode, since *PSO*'s gameplay is too clunky for one on one combat. The challenge mode's a novelty at first, but it'll wear off quickly when your friend kills you ten times in a row "by accident." The survival mode was actually very good. Think you're the shit 'cause you're level 167 with all the best weapons and 4 God Battles? Why not swallow your bloated sense of pride and go back to level one, mofo? Without your weapons or techniques, you'll have to rely on teamwork and cunning to get you through. You get one scape doll, and have to go through various scenarios in record time

(without dying) to earn secret items. It all comes down to how well you interact with your team and manage your health items. I think this is the best part of version 2- it's really a better online experience when you have to pull together and act as a team to survive. In time, you may earn some neat rare items by finishing the quests but unfortunately, the money and experience you gain won't count once you finish the quest (the same goes for battle and survival modes) but hey, bragging rights are forever.

PSO version 2 is a great online game, just like it's predecessor. It's designed for great online enjoyment, so if you buy it and only play offline you're not getting the game you paid for. Even though there are plenty of side quests, as well as the main story to keep you busy, you'll still be going through the same four stages over again, and beat back wave after wave of monsters looking for rare weapons. You'll be doing this online too, but the people you meet make up for the game's repetitiveness. *PSO* is a different game online every time you play, and the same is true of version 2. Even the new Ultimate difficulty mode, with it's palette-swapped backgrounds and brand new enemies, will get old quick unless you play with friends. In a nutshell, *Phantasy Star Online ver.2* is an improved version of the same game, but fresh enough to keep fans coming back for more.



PlayStation 2



OF PLAYERS: 1-2 Player

DEVELOPER: Sega and Namco

PUBLISHER: WOW Entertainment

INFORMATION: www.namco.com

FEATURES: Guncon & Guncon2

by Canaan Mckoy



Total Score

824



Namco and Sega have teamed up to make one of the best looking light gun games ever! *Vampire Night* is the unofficial sequel to the *House of the Dead* series. The cool thing about the PS2 version is all the different modes to the game. Three playable modes, and three non-playable.

Arcade mode is exactly like the stand up, maybe even a tad better. The Special is the same as the arcade with the exception that when the user shoots hidden items it unlocks special features that the user can select during their next play through. You play the role of one of two Vampire Hunter's with a mysterious past who have come to a small town to settle a three hundred year old beef. The look of the game is by far the best of any of the gun games out to date. The colors are quite amazing. I find myself playing this game a lot more than *House of the Dead* because it's not as gross. When the battle begins the user are always given a core spot that they can target to get the enemy faster than if they shooting elsewhere. When the smaller enemies die there is a cool disintegration effect that looks a lot like the Wesley Snipe film *Blade*.

There are six stages in the game stage one being incredibly short. I guess this stage is to let the user get the basics of the game. In *House of the Dead* you had to save the villagers from the undead before they were killed in order to get the different paths in the game. In *Vampire Night* you have to be a really good shot because now the villagers will have these one-eyed creatures attached to them. If you shoot it off they are spared, if you don't I think you get the picture.

Five bosses must be defeated in order to win the game. All have their more humane form and then their true form, which is revealed to you as the fight, ensues. The first boss, Bathelamy, is pretty fast, you can get him if you lead your shots. Always shoot the blades when he throws them. When he turns to his true form I think it is easier than when he first appeared.

The second boss, Guillaume, is cool because you are fighting him the entire stage. When you get him to his true form you should have no problem if you played the original *House of the Dead* and beat the bat boss. Keep in mind he will come with either a laser beam attack or a straight rush. If you shoot him and make the attack meter go down they are forced to retreat and try again.



"Whatever you do, don't say anything about the growth on Bill's neck. He's sensitive about it,"

The third boss, Rauoul, is tricky but if you pick and switch your target he should weaken quickly. When he turns to his true form be ready for one of the craziest interdimensional boss fights you have ever seen. Remember to stick to the target no matter what and you should be fine.

Diane, the Fourth boss, is the easiest because she goes straight to here true form. If you fought Leviathan or Hierophant from *House of the Dead* two this will be a piece of cake. That I promise.

The final boss, Auguste, is just that. Another epic dimensional fight. Also you have to do a little of shooting the primary target and protecting yourself from his secondary attacks. If you made it this far be ready for his final trick and follow his shadow, you should be fine.

After you have played both Arcade and Special to death you can go to the training mode. There are a lot of fun mini missions that need to be completed to open up stuff. Some are other mini missions some will go into the special mode, and the others will go into the Hunter's File which is a collection of gallery art and enemy profiles to help you play the game.



Eddy Munster makes a cameo in the 1st Chapter.

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PlayStation 2



OF PLAYERS: 1 Player

DEVELOPER: Rockstar Games

PUBLISHER: Take-Two Interactive

INFORMATION: www.rockstargames.com/grandtheftauto3

FEATURES: Analog Control, Vib Function and Pressure Sensitive

by Greg Wilcox

PS2
PlayStation 2

Total Score

953



Grand Theft Auto 3 is quite simply, a work of pure genius. Everything about this game grabs you from the brain downward, and makes you sit in front of your TV for hours, completely immersed in the

cruel, black humor of DMA Design's latest creation. From the cinematic titles, to the superb, near flawless visuals and sounds, to the open-ended game play, this is one game that deserves to be seen and played by as wide an adult audience as possible. I'll have to stress that "adult" part a bit more: I mean those individuals who can make a clear distinction between the mostly mundane reality of normal life, and the obviously over the top violent antics of the citizens of GTA's fictional Liberty City. This game is strictly NOT for younger children at all, nor is it for humorless politicians or those looking to blame video games for all the world's injustices.

Those stupid wannabe thug-life kids looking for the latest controversial "murder simulator" (yawn) and irresponsible adults whose favorite film is *Falling Down* may find some cheap thrills initially, but the epic scope and true depth of this game will be wasted on these losers.

I feel sorry for those of you out there who will pick the game up simply to get your kicks and no doubt complain about the insane difficulty of certain missions, and not notice the care and effort that went into putting this modern classic together. Yes, that includes you Game Shark abusers, too. But that's for you and your psychologist to discuss: me, I'll talk about the game. Imagine Sega's *Shenmue* with a bit of Eidos' PC hit *Urban Chaos*, but from a strictly criminal viewpoint, and you get a tiny fraction of this games' impact. There's another reference or two, but I'll bring those up later.

You play a nameless punk, who gets double-crossed and shot by his girl during an attempted robbery, then arrested. On the way to a ten-year stretch in jail, the prison van you're in is waylaid by a gang of thugs who snatch another prisoner and leave you and another con, Eightball, stranded on a bomb damaged bridge. Soon, you and "B" grab a nearby car, and the game begins. GTA3 has the most perfect learning curve of any game I've played in years. Whenever you do something for the first time in the game, there's a handy explanation that pops up, while still allowing you total freedom of movement. You can also pause the game, peek at the controls and change them anytime, which is also quite cool. Soon after, you get new clothes and a hideout (to save your progress), and you can now take on your first mission: picking up Misty, a "working girl" and dropping her off at a certain location. You'll soon forget about the opening sequence and the mysterious escapee until much later in the game. The whole thing feels like an epic movie, and you're a major player, even though you're nameless.

Clockwise from upper right:

Just play possum and maybe he'll go away.

"BANG, POW! TO THE MOON, ALICE!"

I just can see wasting some dude over, what appears to be, a Chevy Nova...Oh well, a kids gotta make a buck right?



GTA3 is designed so well that you don't have to jump right into the story and the missions that make it up in any particular hurry. In fact, almost immediately, you're given the option to swipe a yellow cab and make a few bucks picking up and dropping off passengers! It's sort of a not so crazy *Crazy Taxi*, as pulling off too many wild stunts will have your fare run terrified from your "borrowed" wheels at the earliest opportunity. The best thing about these missions (and the ambulance, vigilante cop, and fire truck missions) is that they let you learn the quickest ways around the city, and let you drive just a few of the games' many vehicles. You can also steal any regular car and just cruise around, exploring and looking for the many hidden items and secrets scattered about the city. If you're overly concerned about relieving someone of their wheels, don't be. Go and wait on any corner in the game and watch for about five or ten minutes. Chances are you'll see a car-jacking or two happen right in your face, and sometimes you're the one getting jacked!

Honestly, I don't know if that fire was there when I got here... What? Baa...ka?



hidden in odd areas. Sometimes you'll need to use a car to get on top of a roof, is all I'll say.

GTA3's graphics are stunning, rich with detail and some awesome effects, such as fog and rain that seem to have a life of their own, some really great neon, fire, and headlight effects, and a remarkably realistic lens flare that had me drive into a wall the first time I saw it. The vehicles break apart, smoke and explode in blinding flashes, often causing collateral damage. Run like hell if your ride is blazing. The people in the game are realistically animated yet have a caricatured look to them like they're out of a Ralph Bakshi cartoon. I don't know how else to explain it, but it works quite well, neatly balancing out some otherwise disturbingly violent imagery. DMA used Renderware and streaming effects to give you a constant view of Liberty City, and when you hit the rooftops or the Callahan Street Bridge and look out on the horizon, you'll be suitably impressed.

Speaking of impressive, the voice acting and music in GTA3 has to be the best overall in any game in quite some time. Rockstar went all the way and sought out a great cast of top actors to play major characters, and you'll hear Michael Madsen, Joey Pantoliano, Frank Vincent, Kyle MacLachlan, Debi Dancer, and others in major and supporting roles. The game has a stellar soundtrack as well. All the songs played on the 9 radio stations fit the action in a very amusing way, and the talk radio station is so hysterically funny that I've stopped in the middle of a mission in order to listen to whacked-out callers harass the poor host.

Also quite amusing are the assorted voices and comments of the people on the street. You'll always be picking out weird, stupid stuff like the words to "In the Navy" by the Village People (spoken by a few wanderers when you're down at the docks, for example) as you make your way around town. The overall effect is just like walking down a real street—bits and pieces of overheard nonsense, with the occasional scream or explosion in the background.

My few complaints are minor: there are no two wheeled vehicles in the game, which I think DMA should implement in the next installment. Imagine a bicycle delivery mission in Chinatown, or a Road Rash-style street checkpoint race. This would add a load of mission variety and make for some even more really incredible stunts. Also, it would've been nice to see some dogs and cats wandering about the city (considering the radio commercials in the game, perhaps a monkey or three). Sometimes you'll see a few graphical glitches here and there, but the scope of the game makes you soon forget them. You'll probably also pull most of your hair out over some of the cop A.I. when you have three or more stars. It's crazier than the last few levels of *Driver*, if you went through that hell. Crime doesn't pay, anyway, so just deal with it; drive faster, and don't hit anything, dammit!

Finally, DMA should use the momentum from this game to revive two of its direct inspirations for the PS2—anyone remember *Body Harvest* or *Space Station Silicon Valley* for the N64? These two under-appreciated games are where the game-play and some of the control and camera work from GTA3 were born, and it would be a shame to see them go unrecognized by gamers put off by less than perfect graphics (yes, these were two really ugly games to look at, but the gameplay was stellar). That and the fact that buying an N64 these days may make people look at you funny at Toys "R Us as they stand their with their GameCubes. Anyway, I'm still playing GTA3 and will be for many, many weeks to come. There's so much innovation and style here, that the subject matter only enforces the whole experience. *Grand Theft Auto 3* is a game by adults for adults, making it a must-buy title, and worth picking up a PS2 for, if you haven't yet. Thank you, DMA Designs, and thank you, Rockstar for publishing this magnificent gaming experience.



Reviews

	GRAPHICS
	CONTROL
	SOUND FX
	MUSIC
	REPLAY
	LESSON
	NEW
	DIFFICULTY
	FAVORITE
	FOULNESS

92

93

99

96

99

96

91

88

99

100

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
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4 OF PLAYERS: 1 to 2 Players


DEVELOPER: Namco

PUBLISHER: Namco

INFORMATION: www.namco.com


FEATURES: Guncon & Guncon 2

by Chris Spank



Total Score

877



Namco has a history of making their arcade ports better than their arcade games. It makes sense. After all, you only plunk down a couple bucks to play a game in an arcade (At least here in NY...remember when it was a quarter? Those were the good ol' days. I better get back to the review now). For a home version you are going to have to lay out \$50. It would kind of suck ass if all you got was the arcade game, since many of these games are pretty short when compared to console games of today. So with that in mind Namco has filled *Time Crisis II* with a buttload of extras including alternate paths, enhanced graphics, and mini-games.

I am going to start with the basics. *Time Crisis II* is a game about a criminal organization bent on taking over the world, and there are only two guys that can stop them. The guys are a couple of slick-haired, fashion-conscious, big-ass-gun-toting, over-hyphenated cops that have extensive knowledge of hiding and dodging bullets. They also have the ability to reload their guns in under a second; very useful when dealing with hordes of criminals. Since this isn't a game about making arrests and giving each criminal his day in court, you are required to blow away as many scumbags as you can in a given time limit. If you go over that time limit you will lose a life. That's why they call it *Time Crisis*, get it?



Gazebo!...There's really nothing else to say.

To put it simply, this is a gun game. To put it complexly, this is a cop simulation that requires the player to dodge bullets by hiding behind objects while the player reloads the weapon. Instead of merely shooting outside of the screen players must hit a button when they want to be in the action and release it when they want to reload. This adds a whole element of defense not available in any other gun games; instead just being a sitting duck for all kinds of bullet bombardment, you can actually defend yourself by getting the fuck out of way.

Probably the most talked about aspect of the game is not the game itself but rather the gun that comes packaged with it. The Guncon 2 is a fine piece of work. It is smaller and lighter than the original Guncon so it won't wear out your wrist; hey you might need that wrist later to massage all the ladies who will be so impressed with your *Time Crisis* skills (or to spank the monkey-a more likely scenario). Plus the gun has buttons all around it so reloading is a snap. There is even a button underneath the clip so you can smack the bottom and feel like a real P.I. It also is more compatible to newer televisions. The only disadvantage that some may see with it is that there is no recoil feature, but that shit is whack anyway. If you don't want to buy the Guncon 2 then you can use your old Guncon for the game.

If you have already played *Time Crisis* then you probably think you know everything about it. The game takes place on rails as all gun games do but there are so many multiple paths that you will have to play it a few times before you see everything. The entire arcade game is included, with added nuisances such as fruit filled barrels that spill their contents all over the road when shot (in the arcade mode the barrels were empty) and additional paths that can be taken if you are wise enough.

As if all this wasn't enough, there are excellent arcade port mini-games to keep you occupied when you are not fighting villains. There is a police trainer, the arcade game *Quick and Crash* where you have to shoot targets in a short amount of time and one retro clay shooting game that only the old fogies will remember. All this adds up to superb gun game that is made even better. It has been a while since a really solid gun game has been released but this is something worth waiting for. Namco took their sweet ass time in releasing *TCII*, a fact that has pissed off many gun game fans, but now that it's out, I think that Namco will be quickly forgiven.



"UUUhhhh, waiter! There's a 9mm shell in my soup!"

REVIEWS



86



92



88



80



91



92



80



88



91



89



OF PLAYERS: 1 Player
 DEVELOPER: G.O.D. Games
 PUBLISHER: Take 666 Interactive
 INFORMATION: www.bizbubba.com
 FEATURES: Rumble Pack, VMU

By Chris Spank



Total Score

929



Fans of games like *Driver* and *Grand Theft Auto 3* are constantly talking about how great it is getting to be the bad guy. After all, we play games to do all of the things that we are not allowed to do in real life. Well now you will have to opportunity to play the ultimate bad guy, Satan himself. In this strategy RPG from the people that brought you *Huntin'n'Killin* and *Bloody Mission* you will take control of Hell's biggest bad boy an attempt to take over the world from those pesky Christians. A perfect holiday treat for all those who are tired of fighting the good fight.



suppose a joke about 20 sided dice would just be pointless?

also meet up with many visitors of the spiritual realm such as cults which will ritualistically commit suicide and allow their beings to inhabit and upgrade your weapons of evil. If you think that sounds fucked up you should see the FMV.

Battles are akin to something like *Heroes of Might and Magic* or *FF Tactics*. You must set-up your army lines and balance long range attackers with hand-to-hand combatants. Though these are modern times, spirits still battle with old-school Bible weapons

like swords, shields, spears, and the ever-present fire. Attacks such as Hellfire, Brimstoning, and Satan's Special are also available for one-time uses. The diversity of the weaponry is something that could have been given more depth. Some of the later battles can be summed up as Fire vs Lightning.

Each spiritual realm has a main boss that controls God's rule in that particular area. At first you will only have to face a religious fanatic and his band of followers, but as you progress though the game you will be toe to toe with Christ himself for the ultimate battle of good and evil. While trying in vain to defeat Christ's army (it is considerably harder than most of the rest of the game) it dawned on me how perfectly simple this was for a concept. Good vs. Evil doesn't get any more literal than this. It was such an obvious concept I wondered why no one had ever used it before now.

Though the game sounds like a bunch of weird religious mumbo-jumbo, the game play elements are all there. That is to say the game would still be a solid strategy RPG if the concept was completely different. The best thing about it is that it has a very balanced gameplay. Though it is not as deep as some other games out there, it really doesn't need to be. Fans of tactical games will enjoy using their skills leading Satan's minions and inexperienced players who just think it is cool to be Satan will not be too turned off by a highly complex battle system. Even people who think that the concept is "Fucking cheesy" will have to agree that it is a pretty solidly made game. Just don't go writing "Satanica Rules" on all of your textbooks. That shit went out in the 80's.

Added Note: There is a code that can be entered if you want to play through the game as the "Lord's Army". Just go to the options screen, select "Enter Codes" and type in "sissyboy". Then start the game and you will play through as the other side. Everything else is the same except the suicide cults are now called martyrs and there are no cut-scenes.

There have been some attempts at religiously based games in the past. There was *Afterlife*, a *Sim City* clone that put the player in charge of a virtual heaven and hell. There was also *Dungeon Keeper* in which players created a world of torture and pain for their guests. However, nothing in the past has even come close to uncovering the dark and demonic underbelly of Christian beliefs. I do not know whether or not to call it blasphemous since the game follows strict religious doctrine pretty closely. However, I am sure the religious right are going to be up in arms about this game and demand that stores boycott it, even though it is a virtual personification of their teachings.

The game follows the spiritual war of Satan and his minions. Their goal is to capture as many helpless souls as they can and bring them over to the dark side. The more souls that are captured, the bigger and more powerful the army becomes. Each soul is sectioned off into one of 20 classes based on the level of evil that the soul possesses. Those that have sinful marks like cheating or heresy do not have the kind of evil power that flows through mass murderers. Strangely the most evil and therefore the most powerful soul is found in telemarketers. Souls are obtained by defeating all of the "Lord's Army" soldiers that are sent to try and bring the soul over to their own side.

In essence the game plays like every other term-based strategy game that you may come across. You lead an army through each area of the spiritual realm looking for souls to capture. When you find a victim, you then enter that body or "invoke possession". When inside you will see how many religious soldiers have already taken up residence in that body and can either choose to fight them for control of the soul or leave. At first it may seem easy, but don't let the long white dresses fool you; angels are tough. The more souls you capture, the more powerful your army becomes. Along the way you will

GRAPHICS

92

CONTROL

90

SOUND FX

72

MUSIC

60

REPLAY

71

DESIGN

96

ORIGINALITY

89

DIFFICULTY

80

ENTERTAIN

92

FOULNESS

98





OF PLAYERS: 1 Player

DEVELOPER: Sony

PUBLISHER: Sony

INFORMATION: www.scea.com/games/categories/actionadventure/ico/

FEATURES: A/D Control and Vlb Function

by Greg Wilcox



Total Score

830



Sometimes the best games sneak up and surprise you. Not with big explosions, loud music, and cleavage all over the place, but with solid gameplay and a true sense of being in a fantasy world. Sony's new PS2 game *Ico*, is a quietly spectacular piece of programming that manages to be intelligent and exciting at the same time. Intelligent in the uniqueness of the game design and simple, easy to learn controls, and exciting simply because all the elements add up so well, and playing the game tests your brain as much as your fingers. Originally planned as a PS One title, the game was shifted to the PS2, where it got a complete graphical overhaul. Methinks that Sony saw what they had on their hands and moved it to the more powerful console so that it wouldn't get lost in the ton of PS games on the shelves. Anyway, it's here, and you should definitely run over to your nearest game shop and purchase both the game and a PS2 if you don't own one yet.

Ico defies a proper description; you'll really have to play it to fully appreciate it. The game is fairly short (about 6 to 10 hours), but will stump many used to the straightforward story to action sequences found in most adventure games. It's not an RPG, even though the story and environments will seem familiar to fans of that genre. A boy with horns, Ico, is entombed and left to die in a huge, mysterious castle. He manages to escape from his "coffin" only to discover a young girl suspended in a cage, who he rescues and now has to lead to safety. That's the beginning of the game, and that's all I'll write about, as that's pretty much the game's story. The gameplay is ridiculously simple; you have to get the two main characters from one point to another, and you learn more about the girl, Yorda, on the way. The game's two characters are onscreen together for almost the entire game, so you'll grow attached to the way they move and help each other during their short time together.

The simplicity of the game's control is deceptive as well, when you consider the range of Ico's moves. He can run, jump, climb chains, push, pull, and lift items, hang from ledges, and swing weapons. Add Yorda, and you get a few more moves and animations for both characters all done painstakingly by hand. The gameplay consists of Ico and Yorda trying to find their way through the castle and Yorda isn't there to simply fawn over; only together can they open the magical doors that seal off the other rooms. Ico also has to protect Yorda from some really creepy smoke monsters, another excellent effect pulled off by the games' creators. The battles in the game are secondary to the puzzles, and usually consist of Ico warding off enemies from around Yorda, while trying to get the two of them close enough to an exit to escape. Ico doesn't have to defeat all the creatures, but if Yorda is grabbed, he has to

make damn sure that she's not pulled into the black holes that the monsters come from, or it's game over.

Part of what makes the game so amazing is the graphics. This is definitely the most beautiful Playstation 2 game to date, and should silence anyone skeptical about the power of the system. It looks so real that non-gamers will think it's a DVD movie playing for at least a few minutes. As you make your way through the beautifully rendered castle, you'll catch your

breath more than once when you see white birds dart out of your way, or torches give off smoke and cast an eerie glow around rooms. The smoke monsters look like smoke, and the sunlight streaming through the windows blinds you for the briefest of seconds if you look up. The game camera adds to the realism, following the action cinematically, and giving you a good view of your surroundings when you enter a new area. You can pan and zoom according to where Ico is, in case you need to see where you left Yorda, or want to check out what's ahead.

The sound design and music in the game are perfect, and reinforces the feeling of total immersion in *Ico*'s world. From the moment the game begins with the sounds of soldiers riding horses through a forest to the melancholy ending on a deserted beach, the game comes alive. Also special are the voices for Ico and Yorda, and I love the fact that her dialogue isn't translated, lending an air of mystery to the game as well as some unanswered questions. In fact, other than the game being over a bit too soon, the ending of the game may make some gamers a bit sad. But great works of art should affect those who view or hear it, and *Ico* does all that and more. As I said earlier, *Ico* is worth buying a PS2 for, simply because the experience of playing the game is something that everyone should have, whether they play games or not.



What kind of an escape is playing a wimpy little kid? That's reality for me.



"I may look scrawny now, but I'm drinkin' milk..."

REVIEWS



96



92



93



91



70



98



97



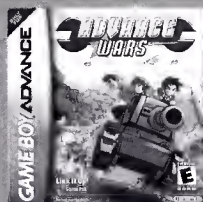
89



95



09



OF PLAYERS: 1-4 Players

DEVELOPER: Intelligent Systems

PUBLISHER: Nintendo

INFORMATION: www.nintendo.com

FEATURES: Link Cable

by Greg Witcox

GAME BOY ADVANCE

Total Score

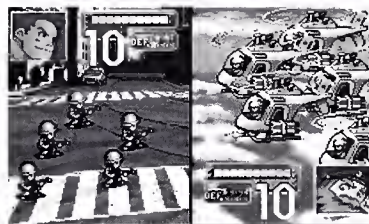
839



Portable gamers have had somewhat of a dry spell when it comes to strategy games. Other than *Warlock and Heroes of Might and Magic* on the Game Boy Color, and *Faselei* on the doomed Neo Geo Pocket, there haven't been any really memorable titles for a few years. *Advance Wars* for the Game Boy Advance came as quite a surprise to me, because it packs so much gameplay in that tiny little cart, and is ridiculously addictive, yet simple to pick up and play. How addictive is it, you ask? Well, this review was a bit late, because I wanted to play "just one more map", and only after about 14 or so hours straight one weekend did I realize how bad this game had me hooked. I would probably not have even picked up a GBA (no RPGs yet, feh!), but here I sit, hunched over under a strong light 'til my back hurts and my eyelids droop (@#%ing non-backlit system, grrrr!) this game is damn good.

Rather than putting you on the battlefield directly, in *Advance Wars*, you're an Orange Star Army "advisor" in charge of deploying troops and equipment against assorted enemies on 150 different maps. If that's not enough, the game also has a stellar map edit and a few multi-player modes so you can hook your friends up whether or not they own a GBA. You have to complete a 14-stage tutorial in order to access the main game (think of it as a boot camp of sorts) but once you're done, you'll have a better eye on how to get through the actual game. The thing is, the tutorial gives you just enough information to get by. You really, really have to think your way through some of the harder maps, and chess fans will have a total blast here. It's all about movement ranges, capturing enemy bases, and a really fun and challenging "Fog of War" effect that adds a bit of stress for both you and the enemy when it's turned on.

Unlike a few other strategy games such as *Shining Force*, you don't want to get too attached to any of the units on the field, with the exception of the commanding officers. All the other forces are there to stop the enemy at all costs, and you can make more troops if your cash holds up. You'll take over cities, build and repair damaged units and most importantly, use your CO's special abilities in order to help you crush the enemy. You can control 18 different units in four classes, Land, Sea, Air, and Troops, and often, the best strategy is to whittle away at an enemy force with smaller forces while you sneak in the big guns and/or your CO for a decisive strike. You can merge damaged units of the same type together during turns, use APCs and ships to carry troops and tanks, or subs to sink enemy battleships from afar, among other things. You're graded according to your performance by speed, technique, and power- this gives you AW coins, which you can use to buy better troops and vehicles, and later, CO's of varying experience. Each CO has a



War ain't pretty...especially when its the Smurfs vs. the Skipper from Gilligan's Island.

special attack which can turn the tide of a tough battle in a few moves, and like any great strategy game, when you use that power is key.

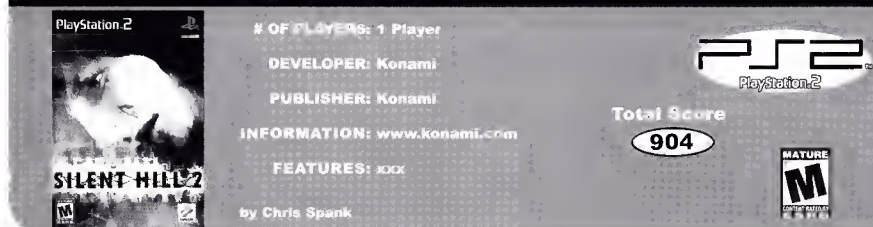
Graphically, the game has an anime-style look to the characters and battle sequences, which may turn off a small amount of people, but I say if you still buy games based on what you see on the back of a package, you need to have your head examined.

Advance Wars is chock full of simple, but constantly moving little sprites, weather effects, and SNES-quality visuals that will bring a smile to your face as you play. Unless you're getting beat down hard by the enemy, that is. The sound effects and music are also quite well done, and even though you'll be hearing the same tunes and noises over and over, you'll never grow tired of them. As I said earlier, the Map Editor allows you to create and save your own battlefields, and you can even trade them with other players via the link cable (go buy one if you don't have it already). The only drawback is that you can only save three maps on a single cart, so you may want to buy a few copies of the game, if you're feeling really creative.

Intelligent Systems and Nintendo have come up with the best GBA game to date, and I'm hoping that they do a Game Cube update/sequel that utilizes the power of the system to it's fullest with even more upgrades and features (a 4-player GBA link, perhaps). *Advance Wars* is a great, great game that has to be played, whether or not you own a Game Boy Advance or like strategy games. Now about those RPGs...



Its weird plotting mass destruction when all your maps look like Lego Land.



I am a pretty tough guy. I can walk through the streets of New York at night without fear. I will drink milk past the date on the carton. I have told large bodybuilders to go fuck themselves (well, not out loud). So I really did not think that there was anything a mere video game could do to scare me. Well, all that changed after I played the first *Silent Hill*. Though there were not many moments of jumping out of my seat, there was a considerable amount of creepiness; the kind of creepiness that makes you stay wide awake at night staring at the ceiling wondering why you are having thoughts of disemboweling. Well, just as I was getting over the first game (the shock therapy has been very helpful) Konami went and released the sequel, and all I can say is, "Holy Shit!"

The only thing that the games have in common is the location. All the enemies, characters, and maps are different. If you thought that you would be able to visit your favorite haunts in greater detail then you are going to be disappointed. Rest assured however that the new levels are just as disturbing and blood-spattered as the original. The story follows a simple ordinary man, James, who gets a letter from his wife letting him know that she is waiting for him in Silent Hill. This may seem like a normal everyday occurrence except that his wife died of a "horrible disease" 3 years beforehand.

That may not seem that creepy to you, but the weirdness just spirals out of control from there. The plot never really unfolds in any recognizable way as the game moves forward. Instead you are left with strange cryptic clues as to what is going on that really don't piece themselves together until the end. And even then you are left with a sort of "What the fuck?" kind of feeling. At the beginning of the search James meets a woman in a graveyard looking for her mother in Silent Hill, then he meets a woman who looks, and talks exactly like the deceased wife. She can't be, but then why does she seem to know so much about James? The other human residents are a fat guy and a little girl. They all pop up here and there in the course of the game and get crazier and crazier the deeper and deeper James goes. One common theme is that they all seem to be fighting the urge to kill themselves and others around them. Sometimes they succeed in resisting the urge...sometimes they don't.

The levels are a nice representation of the overall theme of the game. Specifically they are eerily familiar to everyday locales with one small exception, they look as if they were used in some sort of ritual sacrifice by a group of bloody madmen. You will have to guide your character through streets, parks, an apartment building and a prison. And that is just the beginning. If you are familiar with the town of Silent Hill then you will recall that at certain times the town will seem to transform into an alternate reality. That characteristic is still present in this version.



Actually, this is a photo of the pee tank here at the Foul office.

The cinematic effects in this version are what really show off its technological superiority over the original. The lighting is much clearer and dissolves as it should. The fog looks like more of an effect instead of just bad draw distance. But what really impressed me was the way that the camera worked. The default control always puts the camera at the angle that will produce the most suspense. This makes going around a corner terrifyingly nerve-racking since you don't know what will be waiting on the other side. Usually it is nothing but sometimes...

Which brings me to the music portion of our review. Every time the suspense needs an extra kick in the balls they crank up the tunes. Some rooms have music that plays only in that room. That gives you an idea of just how large the soundtrack is. The music is an insane combination of John Williams, Prodigy, and Nine Inch Nails all extracted as squealing wails and riffs. It adds to the tone of the dark palm-sweating excitement of the game.

As far as gameplay, I have to say that this is where the game was most lacking. Though the mood of the game is spectacular and disturbing and all of the environments are done amazingly, the flow of the game is a bit stilted. The game goes from moving along at a good pace to being abruptly halted with no hint as to what to do to move further. This leads to checking vast areas for items that were missed. Conversely the monsters and bosses in the game, which should be the real challenge are not challenging at all. Any fan of the survival horror genre should be able to knock them out easily. It is strange to me that a game that comes up with such creative and original puzzles should have bosses that only require a point, shoot, and dodge strategy to defeat.

But if you are a buyer of *Silent Hill 2* then you are really paying for the mood, not fast-paced action. The game moves along at a slow pace in order to build suspense. I would agree that sometimes the suspense is killed due to long boring segments where nothing happens, but when all of the elements (sound, design, music) come together, it makes for some startling and disturbing moments. My only wish is that there was a bit more going on in the town. I know the Silent Hill is supposed to be abandoned, but even the first game had some survivors to carry you through until the end. Here it seems like the characters have no real purpose and are just interruptions in the gameplay.

Weird, vile, disturbing, and compelling are all word I would use to describe this game. It unashamedly depicts wanton violence in a way that makes even the hero seem creepy. There are moments of pounding creatures after they have died just to watch the blood spurt out. There are instances where you will have to convince the others not to slash their throats or blow their brains out. You must make observations in dogged-up toilets and rotting corpses. Be glad that this is only a game. A real adventure like this is enough fuck someone up for life.

SHADES	96
CONTROL	91
MINUTE	97
WALK-UP	92
REPLAY	71
UPDOWN	96
NEW	84
PROFANITY	88
SCARY	93
LAURENCE	96

TEDDY SIFFREDDI
IN
"FRIGHT NIGHT"
BY SETH BERKOWITZ,
FROM A PLOT BY WILL CARLOUGH

1992

CAN YOU HANDLE THE FRIGHT??

THRILLER

CAN YOU HANDLE THE FRIGHT? SCARY.

YEAH. DANCING LIKE A FAG
AND MAKING ZOMBIES EXPLODE
IS PRETTY FRIGHTENING.

DON'T THEY UNDERSTAND?
VIDEO GAMES WILL NEVER BE
SCARY UNTIL THE SHIT LOOKS
LIKE A MOVIE.

YEAH, LIKE THAT'LL
EVER HAPPEN...

CAN YOU HANDLE THE FRIGHT??

THRILLER

EAT
SHIT
&
LIVE



HERE IT IS... THE
LONG-INVITED SEQUEL
TO MOONWALKER...
THRILLER!

THAT NIGHT...



TEDDY... WAKE UP TEDDY...

WHY? WHO THE-?

IT'S MICHAEL JACKSON. I'VE
COME FROM THE FUTURE!

WHAT ARE YOU DOING IN MY ROOM?



WHY DID YOU CALL
ME A FAG, TEDDY?



UM... I DON'T KNOW. IT WAS
AN OFFHAND COMMENT. I DIDN'T
NECESSARILY MEAN THAT YOU
REALLY LIKE TO SLEEP WITH
GUYS...

UH... NOT THAT THERE'S
ANYTHING NECESSARILY WRONG
WITH LIKING GUYS-



OR YOUNG BOYS.



ACTUALLY, THERE IS.

MOVING ON... I GUESS I'VE COME
TO IMPRESS UPON YOU AT AN EARLY
AGE THAT IT'S NOT GOOD TO PUT
PEOPLE DOWN SIMPLY BECAUSE
THEY LIVE DIFFERENTLY, WORSHIP
DIFFERENTLY...



...OR LOOK DIFFERENT.



OH, SWEET JESUS, NO!
PUT IT BACK. PUT IT BACK!



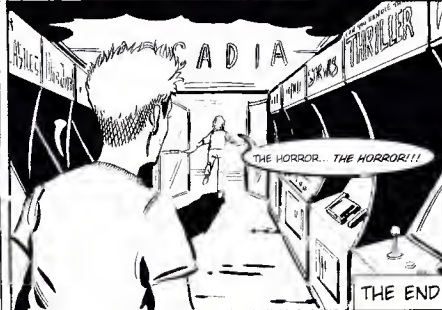
BAME
BYE, TEDDY!



THE NEXT DAY...

HEY, LOOK. IT'S **THRILLER**.
THE SCARIEST GAME IN
THE UNIVERSE.

HERES
THE



THE HORROR... THE HORROR!!!

THE END



HOT CHICK CENTERFOLD FEATURING JULIA



HOT CHICK CENTERFOLD FEATURING JULIA



HOT CHICK CENTERFOLD FEATURING JULIA



BurritoVille

Pop 208 Elev. 100

NEW YORK'S

#1

GOURMET

TAQUERIA

LOOSE CANNON



GENRE: FPS/Driving
DEVELOPER: Sinister Games
PUBLISHER: Ubi Soft
RELEASE DATE: TBA 2002



Loose Cannon sounds like one of the most ambitious games to come around in a long time. A combination of first-person shooter and driving game, you have a sprawling, realistic world as your playground. You are Ashe, a mercenary in a world of crime and violence. The police have all the authority they can get and call on citizen mercenaries to help them out. In this game you'll do everything from rescuing hostages, to stopping bank robbers, to everything in between, all for big cash prizes.

The emphasis of *Loose Cannon* having many different ways to progress through the game. If you're really good, you can take the enemies on guns blazing, FPS style, or you can find a good spot to perch and snipe the perps out. At a bank robbery, you can wait until the robbers drive out to flatten their tires with your rifle, or you can bail around the bank beforehand. The bounty is all yours if you catch them at the crime scene, and if not, you gotta chase them to their country hideout and finish them off.

There are no levels or stages; you can keep driving in any direction the same way you would in real life to through countryside and various cities. The police radio lets you know when there's a crime in progress—will you choose to drive there and help them out? *Loose Cannon* is shaping up to be a thinking man's action game, along the lines of *Shadowrun* for the Genesis.

The brain child of **Tony Zurovec** (of *Ultima* fame), this game is based on his previous game, *Crusader: No Remorse*, for the PC. You had lots of ways to get through the game and blow shit in the process, and the same can be said about in *Loose Cannon*. Being developed by the formerly independent Digital Anvil, the codeshop is now part of the X-Box family and has \$5 million of **Bill Gates'** money to play with. *Loose Cannon* looks promising, but only time will tell if all that money and development time will be enough to top *GTA 3* as king of the "real-life" games.



GENRE: Gun Game/Horror
DEVELOPER: WOW Entertainment
PUBLISHER: Sega
RELEASE DATE: First Quarter 2002

Not much is known about the latest installment of zombie-killing mayhem game from **Sega**, since it's so early in development. A handful of screenshots reveal *House of the Dead 3's* graphics use the new cell-shading technique that made *Fear* *Effect* and *Jet Grind Radio* famous.

The enemies look as evil and gruesome as ever, and while it's too early to tell, I think it's safe to say that the gameplay will be just as lightning fast and action packed as the first two quarter-munchers in the series. Look for *House of the Dead 3* on **X-Box** and **Playstation** early next year.



HOUSE OF THE DEAD 3

SUPER SMASH BROS. MELEE



GAMECUBE

GENRE: Multi Player Fighter
DEVELOPER: Nintendo
PUBLISHER: Nintendo
RELEASE DATE: Early December 2001

Always a great party game, *Smash Bros.* Is getting a makeover for the GameCube. So far it looks like the game plays much like the N64 version, but that was a great game so why fuck with what works? The graphics are a hundred times better: there are a lot of incredible fire, explosions, and smoke effects. Wait till you see **Bowser** shaking the ground as he stomps around breathing fire. The camera also zooms in and out of the action for emphasis on the super fast gameplay.

Nintendo really went all out for the graphics in *Smash Bros. Melee*: the characters and backgrounds are detailed and crisp regardless of how zoomed the camera is. The result is a game resembling a cartoon with **Mario** and the gang. Speaking of the gang, the cast of the first two *Smash Bros.* is here, as well as a few of new faces: Bowser, the Princess, the little guys from the NES game *Ice Climber*, and **Sheik** from *Zelda: Ocarina of Time*. A sure-fire hit and must-have party game, look for *Smash Bros. Melee* in December.



Genre: Multi Player Adventure
Developer: High Voltage
Publisher: Interplay
Release Date: March 15th, 2002

For all of those who don't know, *Hunter* is based on the story of *World of Warcraft*, as a pen-and-paper game along the lines of *Dungeons and Dragons*. In spite of that, the videogame version of *Hunter* for X-Box might still be good. It'll be a 4-player cooperative, *Gauntlet: Dark Legends* type of game, but developer **High Voltage** aspires to make *Hunter* much more than a simple hack-n-slash.

From what I've seen, the gameplay is pretty average and even slow paced in one player mode, much like *Nightmare Creatures* for the Dreamcast. With four-player simultaneous play, the card game universe license, 20 different weapons, character storylines, and some RPG elements however, *Hunter* has the potential to be much more than just a *Zombie Revenge* clone. The characters all have their own unique personalities, magical abilities, and stats that grow as you progress through the game. Thirty or so zombies come at your team of *Hunters* at any time, and you must work with your teammates if you want to survive.

The graphics are impressive. The apertures everywhere and the zombies move realistically thanks to motion capture technology. Sound effects and music are promising, from the resounding boom of a rifle to the *Castlevania*-esque soundtrack. If the developers speed the game up a bit, this could be the four-player game to get in March of 2002.



HUNTER: THE RECKONING

TOP 13 REALLY SCARY GAMES

(Play These Alone in the Dark...If You Dare!)

In addition to *Silent Hill 2* (reviewed elsewhere in this issue), here's a short list of games you might not have played guaranteed to make you keep a light on and stock up on Depends, if you're easily spooked:

Silent Hill (Playstation)

Hands down, the most disturbing game for a home console. A completely perfect blend of style and atmosphere and not for the weak-kneed at all. The overwhelming feeling of dread that seeps in right from the moment the game begins multiplies tenfold if you make the wrong choices and get one of the bad endings. If this game doesn't have you reaching for the light switch, you're probably dead already.

Half-Life (PC, PS2)

The scariest first-person shooting game ever, thanks to some excellently scripted sequences, realistic graphics and enemy AI, along with spot-on control. Intelligent, funny, and most of all, scary as hell. Even though it's really science-fiction, if you haven't played this one before, you really can't call yourself a true horror gamer.

Enemy Zero (Sega Saturn)

One of the Saturn's last great releases, and one of the best. Warp's Alien homage brings back Kenji Eno's virtual actress Laura in a game guaranteed to make you white-haired by the last disc. Invisible monsters (!), excellent sound design, and a shock-filled story that keeps you guessing until the very end. Play through the training disc first, or you'll be dead within five minutes in the actual game.



One thrill I'm sure many of you get

from playing video games is seeing just what sort of enemies the programmers and artists have come up with for us to kill off, or try to kill off. Sure, there are the usual mindless lackeys lurking a few paces offscreen, just in time to pop out and get blasted, and then there are the slightly tougher guys, who get more screen time, and are tougher to kill, but nothing beats a good, cheap boss enemy that takes careful conservation of resources and all your wits in place to take down. Horror-themed games in particular, are slightly more challenging simply because the enemy coming after you is usually pretty damn ugly, well-armed, and really pissed off (or some combination of the three). This article will briefly cover the toughest of the tough, and they're not all at the end of a game or level, either. Before I forget, there are a few game spoilers here and there: if you haven't played certain games here, be prepared to skip a sentence or three. Ready? FIGHT!

One of the first games I remember with a pure horror theme was Namco's *Splatterhouse*, way back in 1988. The arcade game spawned an even better sequel, and the first game turned up on the Turbo Grafx and FM Town's Marty (a Japan only home console). Later on, a conversion of the second and an exclusive third sequel were

done on the Sega Genesis. The games were all really good and a bit goopy at times, and the monsters were all pretty disgusting to look at, despite some censoring for the U.S. version. For whatever reasons, Namco hasn't revisited the series, and given their track record with some of their other arcade franchises, *Tekken*, *Soul Blade*, and *Time Crisis*, that's too bad. I can see the series doing well in a 3D environment, with updated versions of the classic enemies and rooms. I guess you can only rescue your girlfriend/wife from evil so many times. Much later, Sega's *House of the Dead*, *House of the Dead 2*, and *Zombie Revenge* introduced gamers to in-your-face blasting and combat action, and were quite gory. Even though the zombies had green blood, it spilled freely and frequently, and the game was even cited as a "murder simulator" on a 60 Minutes segment, although that's really not a good thing. An ancient arcade game, *Chiller*, had players shooting off limbs from innocent victims trapped in a evil scientist's lab, and that game actually made it to the NES as an unlicensed Zapper game!

There were also a few other great non-horror arcade games that I remember having memorable monsters to squash or be squashed by, like the last boss in Data East's *Midnight Resistance*, a giant brain that oozed its way toward you spitting out little brains,

or the last couple of massive alien bosses in Konami's *Contra*. I was always partial to *Midnight Resistance*, because I played it long before *Contra*, and was actually able to beat it and see the ending sequence. Well, one of them; I didn't save everyone (D'oh!). Quite a few arcade shooters had scary bosses to assist you in the loss of many a quarter. *R-Type* is still a tough game to finish partly because the Bydo Empire hired some really ugly rejects from the film *Alien* to do security in a couple of stages, and *Gradius 3* had a final boss that looked like a tumor from the *Elephant Man* spitting white hot laser death at you and your puny Vic Viper.

On the home front, horror-themed shooters like *Curse* (Mega Drive), *Wings of War/Gynoug* (Genesis/MD) and *Psychosis* on the Turbo Grafx-16 all had some disturbing imagery, but the younger gamers these days don't remember or never played these. Nintendo's *Metroid* games, even though they're science fiction, all have a creepy atmosphere and huge scary bosses to make you jump out of your seat the first time you come upon them. Well, I jumped the first time I had to fight Kraid and Mother Brain. Nintendo slipped big time by not doing a *Metroid* game for the N64 (DMA's *Body Harvest* is a GREAT substitute, though), but they seem to be back on track with two more games coming for the Game Boy Advance

and Game Cube, respectively. A great many skeptical fans are upset that an American company is doing the GC game (*Metroid's* creator, Gunpei Yokoi, died in a car accident in 1998), but I can't wait for next year to see if they can pull it off.

RPG's always have had memorable bosses that take an eternity to kill. From *Phantasy Star's* Dark Falz/Dark Force, to the final bosses in the last few *Final Fantasy* games, gamers will always have stories and strategies to share and pass down. I'm working on an article about this for a future issue of *Foul*, so that's all I'm going to say about that. As far as licensed games go, it seems that developers end up being bogged down with stuff that they can't do with certain characters, so some of the more familiar faces don't get to cut loose and get down with their bad selves. Both *Friday the 13th* and *Nightmare on Elm Street* had games based somewhat on the movies, but they were less than memorable, mostly because there was none of the gore and scares that the movies contained; these were supposed to be kids' games. Comic book characters like *Spawn*, *Blade*, and *The Swamp Thing* are perfect subjects for horror-based games, but titles produced with these characters have totally excised the horror element in favor of generic platforming and mindless action sequences. Fortunately for us, developers have been able to transform a few popular horror/sci-fi characters into decent games that millions have played and love.

Vampires, particularly Dracula seem to always be popular. From a purely evil standpoint, this guy has just about every other villain beat (devils never get much respect, as we shall see later on), and he's



appeared in more memorable games than most evil-types. All the *Castlevania* games from 1986's *Vampire Killer* (MSX computer) to the Gameboy Advance's *Circle of the Moon* have you going up against the Prince of Darkness and his not so small army, but surprisingly, Konami hasn't released the best game, *Dracula X: Rondo of Blood* (PC-Engine Duo) here in the U.S., despite constant fan requests. Sure, that game is "only" in 2D and almost 10 years old, but it's an instant classic to anyone who's looking for a solid and challenging gaming experience. That, and it plays a lot better than the SNES' *Dracula XX*, a less than perfect port (except for the music), and the two N64 *Castlevanias*, which I thought were decent 3D platformers, but hardcore fans seem to have a problem with. Too bad for them, I say.

Non-Konami *Dracula* games have also been well done, such as Seta's *Nosferatu* (Super Famicom/ Super Nintendo), *Bram Stoker's Dracula* on the Sega CD (from a purely technical standpoint, the gameplay was a silly *Final Fight* knockoff), and *Dracula the Undead* for the Atari Lynx. The most unusual *Dracula* game has to be *Warp's D*,

in which the heroine, Laura, finds out that not only is her mass murdering daddy the king of the vampires, she also shares the same bloodlust as he does (check out the flashbacks she has during the game for the awful truth). Why *Dracula* would want to gun down a hospital full of patients is beyond me. I guess he left the fangs home in a glass by the coffin or something. *Blood Omen: Legacy of Kain*, *Soul Reaver* and *Soul Reaver 2* have you playing as vampires, with the first game being the best, as far as the pure amount of evil and bloody visuals. The fact that you could choose to rule the world or save it gave the game an unusual moral twist negated by the sequel. The two *Soul Reaver* games are also great, but stray more toward puzzle solving and Raziel killing off the more evil minions of his former master, Kain.

Vampire Hunter D, by Jaleco tried to capture the feeling of the films, but despite some excellent graphics and D's cool moves, the game was hampered by some poor fixed camera angles that made much of the game hard to play.

There have been at least 15 games based on 20th Century Fox's *Alien* franchise, and with the exception of the Atari 2600 version, the arcade/SNES side scrolling beat 'em up, and the clumsy Game Boy version of *Alien 3*, all of them have been quite effective at scaring the pants off a few million people. I'm not sure if Hans Ruedi Giger gets a percentage every time his creature design gets put into another game or movie, but I'm hooked anytime I see or hear of a new *Alien* game or movie (even if it's as disappointing as *Alien Resurrection* was). Sega's *Alien 3: The Gun*, and the SNES's *Alien 3*

D2 (Sega Dreamcast)

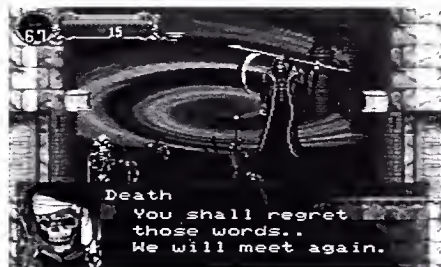
Not a true sequel to the 3DO classic, *Warp's* survival horror game is notorious for Disc One's sequence where an alien shoves a phallic-looking appendage down a woman's throat. This was slightly trimmed for the U.S. release, as were a few other things, but the game still has a fair amount of blood, gore, nudity and sexual references that put it way over the heads of much of the Resident Evil crowd. Some of the best graphics on the DC, more of *Warp's* great sound design, and some intense boss battles make up for the relative shortness and somewhat sappy ending.

Alien Resurrection (Playstation)

Solid first-person shooter, and the best console *Alien* game to date, simply because it starts out scary (you're unarmed for the first 15 minutes or so) and gets downright heart-stopping by the end. Run it on the PS2 with the texture smoothing on for maximum effect, and if you've got a good sound setup, crank it up to cover your screams. Once you get used to the control (track down the PS Mouse, if you can), this is a game you'll hang onto for a while.

Clock Tower (Playstation)

Horror/mystery has players trying to stay alive long enough to try to find out the identity of the mass-murdering Scissorman. Like any good horror movie, this one starts out slow, but the game has 10 different endings depending on what you do (or don't do), and more than enough scares to keep you freaked out. The U.S. version is actually the sequel to a Super Famicom game that was even more frightening (mostly because you don't normally associate a Nintendo system with blood and gore).



Shadow Tower (Playstation)

From Software takes it's King's Field engine, cleans up the graphics somewhat, and turns up the fear with some of the freakiest looking monsters ever. Excellent use of lighting and sound effects along with the Dual shock's vibration feature really puts you into the game, and the intentional lack of any sort of mapping feature keeps you on the edge of your seat throughout each step of your fear-filled journey.

Alien VS Predator (Atari Jaguar)

Hands down, the best Jag game, and worth picking up a system for. The annoying save system in which monsters respawn when you load saved games is needlessly frustrating, but the game has three separate storylines and endings to keep you busy for months. Out of the three characters, the Marine has the hardest time, and playing as the Predator is almost too easy, but being Alien is actually quite strategic, as you'll need to constantly balance between killing and cocooning enemies in order to keep playing.

Illbleed (Dreamcast)

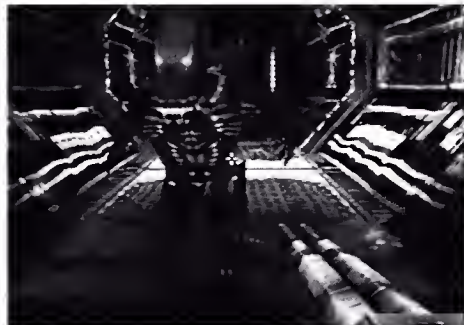
Crazy Games makes up for the sorry (and less than scary) Blue Stinger with this totally bizarre, twisted masterpiece. It takes a bit of getting used to the play mechanics and odd combo of horror and humor, but the game earns its props by making you laugh while it scares the hell out of you at the same time.

Baroque (Saturn)

If Salvador Dali and H.R. Giger were to design a first-person shooter/RPG, this would be it. Weird, weird monsters that follow you until you kill them (with some unusual weapons), combined with a tough difficulty curve make this one Japanese game worth tracking down. Someone should make an

were both effective at lessening the depressing climax of that film, which is a pretty grim piece of work by David Fincher (*Seven*, *Fight Club*). Strangely enough, the most action-packed of the series, James Cameron's *Aliens*, didn't even get it's own game (no, *Alien Trilogy* doesn't really count). Then again, it's hard to see how it could have been pulled off successfully, given that Cameron pretty much touched all the bases. The massive Alien Queen does show up in a few of the games, as do the major weapons used in the film along with the same incredible sense of tension found there, so in a way, the groundwork was laid for game developers to build upon.

Finally, who wouldn't be afraid of an unstoppable cyborg that spoke horribly mangled English? The games based on the *Terminator* films ranged from so-so (Genesis/Master System/Game Gear/SNES version of the first movie) to brilliant (*Robocop* vs. *Terminator*, also on the above). *Terminator 2* got two decent games, an arcade shooter that made it to the home systems (it was better in the arcades, though), and an action-based adventure game that had you trying to save Sarah and John Connor from the even more evil T-1000. The PC got the best games, as usual—both *Skynet* and *Future Shock* by Bethesda Softworks expanded on the first films' bleak futuristic outlook. Despite some awfully dated visuals, both games are well worth tracking down, as the gameplay is a total blast.



Speaking of PC games, Console horror games owe their existence to 1993's *Alone in the Dark* in more ways than one. It was the first game of its type to use polygon-based characters, and many of the gameplay elements would be "borrowed" by Capcom in their overly popular *Resident Evil* games. Still, *Alone in the Dark* had some elements that *RE* didn't, like the ability to avoid some battles entirely depending on what you did in a particular area. Personally, I prefer this game to the updated Dreamcast and Playstation sequel. It just feels scarier (and it's not just the old-school blocky characters). Don't bother picking up the sequel, *Alone in the Dark 2*; the developers tried to make the game more action packed, but the fighting is too dumbly and frustrating, and the monsters were replaced with pirates (yes, pirates), and some really stupid puzzles.

Capcom's *Resident Evil* series is full of scares and unforgettable enemies, but to me, the series didn't jump into full-out fear until *RE 3: Nemesis*. The clumsy control scheme was refined a bit, and the graphics got a much needed upgrade, just in time for the series' toughest villain. Yes, there was way too much ammo to be had, but those first few times you ran across ol' Nemmy and his rocket launcher, there was barely room to escape and fighting was really out of the question until much later on in the game. The series needs a big shot in the arm, as nothing too spectacular (other than a huge graphical update on the Dreamcast) has happened to it. Then again, I have high hopes for the Game Cube reversion of the first game, and higher hopes that *RE 4* and *RE 0* will dump the pre-rendered backgrounds for full polygon environments and more functional controls.





Some people keep comparing *Silent Hill* to the *RE* games, and I still can't see why, as both of Konami's *SH* games rely more on the atmosphere in and around the two versions of the twisted resort town, rather than the massive and more memorable monsters in Capcom's classic. Those little dwarf dummies with the knives in the first game are probably the most creepy thing to me, as they're the first enemy you come across, and you can't do anything but die at that point. The first time I played the game I freaked out every time I came across them until I realized that they could actually be killed. Actually, all of the enemies in *Silent Hill* have a "What the HELL is THAT?!" quality about them that makes you want to run away, while in *RE*, you're more likely to say: "Damn Hunters! Where's my #@%ing acid launcher?!" The best scary games are those that make you NOT want to play any longer, but you still manage to forge ahead, sweating like a wrestler in the desert as you creep around a corner, or race to a save point so you can take a bathroom break.

One thing *Resident Evil* did well to inspire smaller developers to create their own survival horror games, most of which are respectable, but get overshadowed by reviewers constantly comparing them to *RE*. Jaleco's *Carrier* and Sega's *Deep Fear* (released in Japan and Europe only) both have some excellent, cliché-filled plot lines, sharp graphics, and gameplay that keeps pace with what fans of the genre expect. They're also filled with pretty awful voice acting, with *Deep Fear* having the

single worst actor I've ever heard. *Extermination* (PS2) was created by some of the designers of *Tomb Raider* (really!), and has a much more controllable, flexible hero, but the voice acting and translation is also less than stellar. Bandai's *Countdown Vampires* had a unique plot and an amazing opening movie, but became another case where pre-rendered backgrounds and some abstract puzzles made the game too much of a chore to complete. *Martian Gothic*, a budget Playstation game, gets the voices and visuals right, but the gameplay is too stiff for its own good.

As I said earlier, devils don't get a break here at all. While Japan has Go Nagai's twisted *Devilman*, and games with satanic references all over the place, here, that stuff is censored or changed to be less threatening to our precious youth. Yeah right. Games don't make kids devil worshippers; stupid, maybe, but not devil worshippers. In three games I can think of where you play as a devil-like creature, *Gargoyles' Quest* (NES) and *Demon's Crest* (SNES), you're not evil (you're just drawn that way), and *Lil' Devil* (CD-I) was a silly puzzle game that was as evil as a roll of Pez. *Diablo* for the PC and the Playstation was an excellent game that had an evil little twist at the end once you defeat the big ol' flamebroller himself. If you finished the Sega Genesis version of *Gauntlet* or *Dungeons Explorer* on the Sega CD, you know what I'm talking about...

Tecmo's *Deception* for the Playstation kept much of its story line from the Japanese version, where players have to trap and kill

dozens of people in an effort to bring the devil to Earth. The sequels strayed away from that plotline (at least here in the states), but are worth tracking down for their evil gameplay. I do love *Goemon's Great Adventure* (N64), as it's whacked out plotline about raising dead movie stars, angry ghosts, and UFOs made more sense than the Game Over screen, the devil in a pair of Speedos, hula-hooping to crazy techno music. It's worth picking up for that sight alone (the game is pretty damn good, too). *Sword of the Berserk* (DC), *Nightmare Creatures* (PSX, N64), and *Nightmare Creatures 2* (PSX, DC) each had storylines that pointed further downward as you progressed in the game, and the enemies and violence grew more and more twisted as well. Of course, *Doom* (pretty much everywhere) is the game most folks think of when you mention games with really satanic references. The new GBA port will be sure to turn a lot of folks who've never played it into experts at blasting demons back to the hell from where they came from, which is always a good thing.

This month's cover model, Sweet Tooth, is a perfect example of a game character that has been transformed for the better, thanks to a total makeover by his creators. *Twisted Metal Black* is the perfect example of how to bring a game franchise back from the dead. Once a literal running joke with characters that couldn't frighten a two-year old, developer Incognito did a remarkable job erasing the memory of the shoddy *TM3* and *4* from many gamer's minds by not compromising their new vision for the series on the PS2. I haven't played *Twisted Metal: Small Brawl* on the PS2, but I'm hoping it's more of a throwaway title, that is, one that's not to be taken too seriously. It should at least offer up some solid gameplay, as it's by the same developer. *TMB* is not only a great game, it was also the first completed Sony game to really show the power of the PS2 under the right programmers. Looking forward a bit, it seems that there will be many more solid horror games coming out to keep gamers playing under the couch for years to come, and that's just the way fans of the genre want it.

(continued from page 34)

update for the PS2, Gamecube, or X-Box, as it's kind of slow-moving and a bit chunky on the Saturn. Despite the dated graphics, the game has a way of making you too scared to go to the next floor if you play for an hour or so.

D (3DO, Playstation, Saturn, PC) To me, the granddaddy of console horror games, in terms of atmosphere. Kenji Eno's short little excursion into terror is one of those games you'll play when you can't find a good horror flick to rent. Great graphics and music, tricky puzzles and three different endings make this one a keeper. Don't lend it out- you'll probably never get it back.

Juggernaut (Playstation) Spooky point and clicker by Jaleco is a cross between *Myst*, *The Exorcist* and *Warp's* creepy *D*. Starts off with a bang as you get sent into your possessed girlfriend's mind to save her soul, and the game has a deliberately methodical pace that keeps you on edge for all 3 discs. One puzzle here has your character literally dying to get the right answer- and that's still on the first disc!

Galerians (Playstation) More or less a mixture of the movies *Scanners* and *Firestarter*, with a dash of *Blade Runner* tossed in for good measure. Despite the awkward Resident Evil-style controls and camera angles, this is one downright disturbing piece of software with it's main character, a paranormal teenage boy, popping pills and frying enemies in his quest to find his missing parents and sister.

That should keep you busy for a while. Yes, I know that there are a few more games I left out, and I'm sure that you have your own favorites to add- send them in, and I'll do a follow-up article in a future issue!

FOUL Takes over Barcode!



**It's Mr.Foul himself
Jesse trying to get people
to read the mag.**

Personally I like a gin and tonic with a lime twist but many of the Foul staff decided on the brewski's. After about 3 drinks I was ready for some pool. I lost of course, but not before I tried cheating Foul's resident designer and suck-ass, Casey, with a few distractions and ball moves. Casey thinks he's good....but he's not. I suck too, but so what.



**"Foul?...as in F.O.W.L?
What is that? A live stock
publication?"...you lucky
bastard!**



**As excited as this dood
was to win, I think when
he gets home he'll have
some better toys to play
with (like the girl to his
right, duh!)**

When is drinking, gaming, and playing pool not a good idea? That is the basis of my life. On Tuesday October 23 Foul Magazine had an incredible launch party at Barcode, in Times Square, NYC. It all started around 7 PM. I knew we were gonna have a rockin time. Upon arriving, Barcode Manager, Cheryl, totally hooked us up with some drink tickets and \$20 gaming cards. I passed them out to my Foul peers- and the fun began.



**Hey, the bird! That one NEVER
gets old. Foul bitches Casio,
Greg and Andy.**

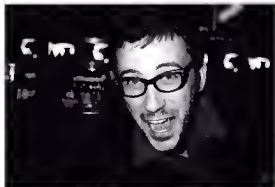
If you have never had the luxury of going to Barcode then let me give you the low-down. It's in Times Square like I said but the front is HUGE with a gigantic sign that of course reads "Barcode" you hop inside and there is an escalator to the second floor. Security will check your ID to make sure you're 21 cuz it is a real bar. For those underage they can head up another flight to a regular arcade. Once inside barcode you are immediately thrown by the décor. There is a vicious piece of tech art smackdab inside a polyurethane wall with old school and modern tech gizmos. To the left are about five pool tables that have neon bumpers that create a great lighting effect on all the ladies who play; nothing like some glowin tits. To the right they have a large bar that is fully stocked. On the wall to the far left is the DJ booth where on the weekends you get to dance with your date. For those too geeky to get a date I suggest you stay home. Oh, BTW, you must dress according to the dress code. Not sure what that is but hats, jeans, and sneakers are out. Look sharp if you can cuz otherwise you will stand out like a jack ass. All around the place are arcade games. Most of the games are the larger physical kind like Time Crisis, Daytona, Dance Dance Revolution, and many others. Getting a groove on is easy in this place. Be prepared to drop the bucks though, as most of the games range from \$1.50-\$3.00. The cool thing is that you use these cards similar to a MetroCard and you just put as much money on it as you can.

So this was our launch party. About fifty people showed up which isn't bad since it was a Tuesday and Anthrax scares are all over the city. We decided to give away a Gamecube, as well as a GameBoy Advance and a shitload of T-shirts. At nine o'clock we were to have the drawing. Anyone could enter so those who decided to pass really lost out. Everyone who was there talked mad hype about our mag. Saying how hot our ideas are and that cutting edge crap like Foul is what people want. Ok...so maybe it was me saying all this but still. It is true.

Some of the attendees were from record labels and I really appreciated the props of them showing up. Thank you TVT, Def Jam, Astralwerks and Caroline Records for being there to celebrate. The dude from Caroline was real cool, his name was Dave, and I think he got more drunk than I did. We also had a few people from fashion places like Phat farm and Ecko. I have to admit that at this point we have no fashion or music elements in the mag but we plan on adding both of these as well as movie shit within the next couple issues.



**We made sure Dave was good and
drunk before showing him the mag.**



**Its not that I'm having "such a great
time", but I AM into the free drinks!
-Casio**

The food from Barcode was very good. Cheryl hooked us up with some whore-dervs like chicken wings, chips and salsa, and some fried thing that tasted great but I could not identify. Food is very very important when you need to get wasted, play pool, and then hop on DDR.

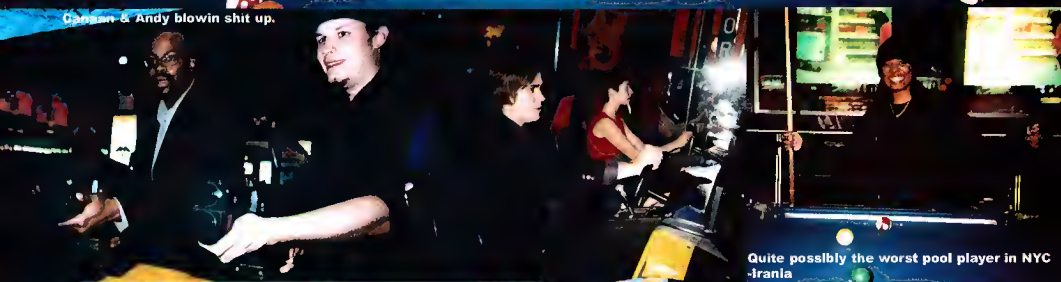


**Ready for blast off
-Mr. Stein and his
special lady**

L to R: Casio,
Irania, Andy,
some pal of
Irania's(?),
Kassaye,
Canaan & Greg



Canaan & Andy blowin' shit up.



Quite possibly the worst pool player in NYC
-Irania



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ONCE all the drinks cards were handed out

and the schmoozing was over it was time to get down to some heavy arcade action. They have an eight-player Daytona hooked up and we must have wasted fifty bones on this thing as all the staff took over and rocked the joint. I won a few races as well as Canaan, Greg, and even Andy. Everyone else was my bitch. There was also an incredible beachhead 2000 setup that is really just a window computer with a couple sticks and a huge shaking seat. It was some experience. You get to sit in this chair that feels like a rotating jackhammer is over it while being three feet from a forty inch screen and blasting marines and aircraft with both hands. There is major movement and after a few tries your stomach feels like it was on the cyclone inoney island (I have really ridden on the cyclone).

The music was great as the DJ played all different styles of music from Hip-Hop to Grunge to even a little Soul. I was moving

da hips all night. Also there are TV screens with music videos everywhere. I mean everywhere, from the ceilings to the bar to the floor. Everywhere you look you can see a screen with some crazy shit on it. The cool thing about Barcode is that it is a little bit of everything and each thing is done with taste and style and not cheaply either.

Nine o'clock arrived and we had the drawing and the winner was some guy from the damn street! Not even a real Foul reader. I doubt he will even get to read this. He was cool and all but some people have all the fuckin' luck. Little bastard! I really hoped for more Foul readers to show up but we had to do this on the fly and there were not many announcements. Next party we have will be in December hopefully and I also hope it will be at Barcode again.

As the night dwindled on and the drink cards ran out. It was time to head out. We left around 2:30 am and went to a cheaper bar in the Lower East Side. We drank some more till about 4am and finally we all went home. It was some night and we hope to do it again soon and maybe next time you can be there with us.

FOUL
MAGAZINE

SATAN VS. VIDEO GAMES

Writing this during the month of October and feeling quite macabre, I thought to myself that I should take a closer look at the evil symbolism behind video games. For years I have been hearing from the right-wing Christian conservatives about the vile evils that are inside our gaming media. Being a Christian and a fellow gamer I was torn. Who was right? The soccer mom sluts who every Sunday decide that baking cakes for ten cents is the best way to help the community? Or is it my fellow twenty something gamers who spend all week waiting for the weekends to get into twelve hours sessions of *Quake*? I thought I would take a much closer and in depth look at Satan versus video games.

POSSESSION

I think when we play games, it's to escape reality, but where do we go? To the darkest corners of the imagination. Our souls are tortured and we become blood lusting killers of society. In the original *Legacy of Kain* for the Playstation you actually were a blood-sucking Vampire who killed women at night in their beds. In *Grand Theft Auto 3* your character is a cop killer, mass murdering thief, and a mob hit man. In *Postal* your only objective was to kill as many people as possible. If this is not possession of the spirit then what is.

IDOL WORSHIP

Star Wars! Sure some of you might think that whole Jedi thing is cool but think about it. The Dark Side is very alluring. Many gamers wish to be a Dark Jedi. What do you think that means? Do you think that Jesus would approve? Too many gamers worship *Star Wars*. They are the false idols of millions of fans. George Lucas could very well be the Anti-Christ. If you watch all the movies he throws in Satanic shit everywhere. I bet if you slowed down his movies that you would see a subliminal 666 every 30th frame. The thing about Lucas's *Star Wars* is that its like Christianity, he gets them young. It's scary stuff. By the time I was fifteen, most of the kids I knew believed that the *Star Wars* universe was real. In reality, you're gonna burn in Hell for that.

SUBLIMINAL MESSAGES

Some of you might think that I've gone off the deep end here (and I have) but I can't help but to feel like there are hidden meanings to many of today's games. All the *Mary Kate and Ashley* games being released from Acclaim for some reason give me a big boner. One game in particular is one of the GameBoy titles named *Pocket Planner*. With the tag line "It's life in the Palm of Your Hand" how could you not feel a little bit of the devil in your pants? Have you seen those little hotties lately? Whenever I play one of their games I hear voices of little girls screaming "fuck me! fuck me! fuck me!" Yeah I am sick but it is Satan's fault. The other game that seems to fuck with my head is *Super Monkey Ball*. All day I play with my balls... my big super duper monkey ass balls! If you have not tried this little gem for the Gamecube then you need to get your hands on some super monkey balls and play with them. Don't worry about all that going blind shit, it's worth it.

DEVIL The name is a part of dozens of videogame titles such as the new *Devil May Cry*. But did you know that there was a puzzle game called *Devil Dice* for the regular PSX. The main character had horns to match. The game was really addictive and it had this weird gambling feel in it. Maybe if you lose the devil will take your soul. There is also *Jersey Devil* and while I agree that most people from Jersey are assholes I am not sure I would label the entire state as devils. Maybe Christine

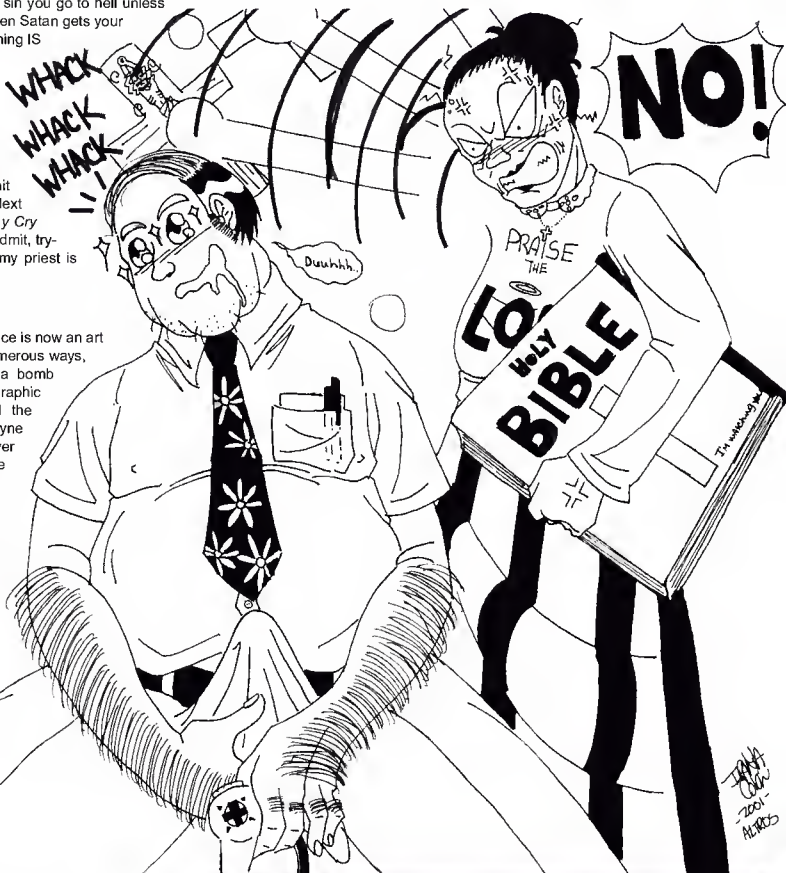
Whitman is the whore of Babylon- who's to say? The word Devil really means mischievous or wicked person. In gaming that is just about everyone.



SIN This is a little vague here but let's get to the point. Gaming is a sin. If you commit sin you go to hell unless you confess. If you go to hell then Satan gets your soul. Please remember that gaming IS A SIN. Many games available today are rated **M** for mature but should be rated **S** for Sin. Playing any game with an **M** rating is worth about fifty Hall Mary's on Sunday. Last week I was in confession till Monday morning just cuz of all the sick shit I did in *Grand Theft Auto 3*. Next week I will start on my *Devil May Cry* confession. Although I have to admit, trying to explain these games to my priest is really fucking fun.

VIOLENCE In gaming violence is now an art form. Killing can be done in numerous ways, from a knife in the throat to a bomb under a car, all with intense graphic detail. Why do we need all the detail? I remember old John Wayne westerns where no blood was ever split. (BTW- How come there are no John Wayne video games?) Yet John Wayne Gacy is the model for the Sweet Tooth character in *Twisted Metal Black*. Heroes get mocked and criminals get idolized. Why is it cooler to put a shotgun into someone's mouth and pull the trigger with exceptional graphics? Where is Jesus when you need him? If Pat Robertson really wanted to save some souls, why doesn't he make a game? Satan is definitely winning this one.

SEX Satan happens to be the king of sex. His Queen happens to be none other than Laura Croft. Yeah...you knew I was gonna say that. Let's take quick review of all the games with sexual evils that Satan uses to lure the masses, shall we? *Tomb Raider's* Laura Croft has awakened many a twelve-year-old loins to the taste of lust. I myself must pull my pud with religious fervor every time I think about Angelina Jolie. Perhaps, she is truly the Whore of Babylon. Playing *Dead or Alive* is really all about the bouncing titties. I have yet to learn a combo cuz I am so distracted by those baby toys. I already mentioned the Olsen twins. I am gonna burn big time for that one. I just looked it up and they are fifteen years old. I wonder if they have ever had incestuous thoughts? ...Satan wins this one too.



SUMMARY I might as well stop going to church or confession and the truth is I am happy about it. Satan can't be all that bad if he gets to have influence on all these kick ass games. Maybe Satan is just misunderstood and is reaching out for help. Maybe he needs a friend? I know he and Bill Gates are really close. Maybe that's why Bill is making the Xbox. The system is a four-port so I might just have to give Satan a call (1800-666-fuck). He is really not all that bad in my eyes. Now that I have taken a closer look I can see where he is coming from. Just like most of us he got kicked out of his house at a young age just for being a smart-ass. Out in the lonely world, he had few choices but to make it on his own. Not all his decision were good but at least he was free to make them. The way I figure it I am going to Hell and Satan has definitely won. I just hope that there are big screen TV's in Hell.

Metal Gear Solid & Tekken 3 on Dreamcast!

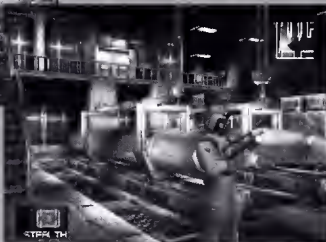
Remember Bleem!, and their promises of PlayStation games playing on the Dreamcast? It was probably the most anticipated third party item of last year. Bleem! promised us a boot disc that would play 20-30 PlayStation games from different genres (sports, fighting, etc.) for a low price. After all the legal issues and smoke cleared, though, all we got... was a boot disc, enabled us to play *Gran Turismo 2* on Dreamcast. Bleem! also said there'd be more titles on the way, and now we have them: *Tekken 3* and *Metal Gear Solid*. Both are incredible PlayStation games that work like a charm on the DC. The graphics are incredibly crisp and hi-res, to the extent of MGS looking identical to the PC version. You can easily find both of these awesome PlayStation

games cheap, since they're Greatest Hits titles, and the Bleemcast discs are priced at about \$10 each, so it's an incredible bargain. The drawbacks are few, but noteworthy: Dreamcast controllers work decently but you're better off getting a PlayStation controller adapter. Also, you have to devote an entire VMU to the Bleem format to save your games. Finally, Bleemcast may not work with some of the newer model Dreamcast systems, but unless you bought one within the last six months, Bleem! emulated games should work fine. Bleem! also promises *Smackdown 1 & 2* for Bleemcast in the future, so look for those next year. For more info on these games and other Bleem! news, go to: www.bleem.com



Top: PlayStation version of *Metal Gear Solid*

Right: BleemCast version of *Metal Gear Solid*



Top: PlayStation version of *Tekken 3*

Right: BleemCast version of *Tekken 3*



Seganet to Charge Gamers for Online Play

That's right, Dreamcast owners. The formerly free gaming network is now charging a fee of \$9.95 per month. If you were connecting to Seaganet using Earthlink or another ISP to play online games through your Dreamcast, you'll have to shell out another ten bucks to do so starting November. A subscription to Seaganet gives you access to tournaments and members-only special promotions, but there aren't any new features that you weren't getting when the service was free. The service fee is for gaming only; Seaganet stopped providing internet access for PCs earlier this year. You'll still need to have an internet service provider like MSN to play games. If you were thinking about getting into *Phantasy Star Online* version 2, don't forget that the \$9.95 Seaganet doesn't include the additional PSO Hunter License fee. Before you start cursing Sega out for being a leech on your wallet, keep in mind that Sega the third-party game developer and Seaganet are two separate companies.

Fans Bid Farewell to SNK

Video game company SNK has shut down its offices for good. They have been around in Japan since 1978 as the *Shin Nihon Kikaku Corporation*, and have been developing games as SNK since 1986. Between then and now SNK has been responsible for some of the most fun and innovative games and game systems. SNK released the Neo Geo cartridge and CD home systems, and Neo Geo Pocket and Neo Geo Pocket Color portables during its history. None of SNK's systems did terribly well with mainstream gamers, but they were embraced with open arms by their hardcore fans worldwide. The legacy of SNK lies in its games, which are almost all instant classics. You'd be hard pressed to find gamers who don't remember spending hours upon hours playing *Baseball Stars* on the NES or blowing all their lunch money on *Ikaru Warriors* in the arcade. SNK was responsible for these games, as well as the *Samurai Spirits (Showdown)*, *King of the Fighters*, and *Metal Slug* series. Also worth mentioning is the company's MVS arcade system, which was ahead of its time in that it could hold more than one arcade board in a single unit; players could choose to play one of five different games with a push of a button.

We haven't seen the last of SNK just yet: a third party company will be developing and publishing *Metal Slug 4* and *King of the Fighters 2001* later next year. Also, *King of the Fighters* is coming this Christmas to the Game Boy Advance.

Devil May Cry - Playstation 2**Unlock Dante Must Die Mode**

- Defeat the Legendary Dark Knight Mode To get this mode.

Unlock Easy Difficulty

- Die a lot on purpose during the first few levels of the game. After a few continues, you will be able to play the Easy Mode.

Unlock Hard Difficulty

- Go through the game once and beat it to unlock Hard Difficulty.

Unlock Legendary Dark Knight Mode

- For Legendary Dark Knight mode, beat the game once on Hard Difficulty.

Mat Hoffman's Pro BMX - Dreamcast**Unlock Burnside from THPS**

- To unlock the best Tony Hawk level of all time--Burnside--you'll have to do quite a bit of work. With every single character in the game, you'll have to get all 30 magazine Covers and Gold medals in each of the competitions.

Unlock Granny

- Retry a level in Career Mode ten times in a row without completing it to unlock Granny. Your rider will turn into Granny, and she will be a playable character from then on.

Unlock Warehouse Level From THPS

- To unlock the Warehouse level from Tony Hawk's Pro Skater, you need a trick combo sick enough to nab you 200,000 points.

Tetris Worlds - Game Boy Advance**Unlock Popular Tetris**

- On the Main Menu, highlight the Marathon option. Hold down the L Button and press **Select**. On the Marathon game selection screen there will be a new game option called Popular, which is the Tetris!

Kinetica - Playstation 2**Unlock Lost City II Track For Single Race Mode**

- To unlock the Lost City II Track, get a first place in all Season Two races.

Unlock Orbital Junction Track For Single Race Mode

- To unlock the Orbital Junction Track, get a first place in all Season Three races.

Unlock Suicide Slide Track For Single Race Mode

- To unlock the Suicide Slide Track, get a first place in all Season One races.

Ooga Booga - Dreamcast**Taunt**

- After winning a round, hit **X**, **Y**, **A** or **B** to taunt the competition.

Mine Spell

- Enter "KABOOM" under codes in the option menu.

Spider-Man: Mysterio's Menace - Game Boy Advance**Level Select**

Password: **JV31-**

New Costumes

Password: **SP1DY**

Last Level

Password: **RV8WJ**

Jurassic Park III: DNA Factor**Unlock Expert Mode**

- Beat the game once to unlock the Expert Mode.

You have once again stepped into the world of survival horror...but first, a word from our sponsor!

You're playing Resident Evil. The room lights are dim and the stereo is up so loud you can hear the sickening squish of zombies in the next room. Low on ammo, about to die, and without a save point in sight, you shuffle past the next creaky door to see a storeroom loaded with supplies: health herbs, bullets, and Tinactin™ anti-fungal cream. You pick the cream up and read:

"...for the relief of discomfort associated with jock itch and athlete's foot."

What the fuck!? Okay, so that doesn't really happen in Resident Evil. But the way things are going in the industry, it might not be far off. Have you noticed the kind of advertising that's been going on in videogames lately? Even though advertising in sports and racing games is nothing new, and even adds to the experience by making sports games more like real life, some truly irrelevant shit has been popping up recently. What's up with Red Bull™ in Wipeout XL, and the Dole™ fruit logo in Super Monkey Ball? These ads don't do anything to enhance the realism: all they do is distract you from the game.

Advertising has a long history in videogames, and though it's not too excessive right now, there are several exemplary cases. Back in the Atari days, Ralston-Purina offered a Chase the Chuckwagon cartridge to gamers who mailed in three barcodes from Chuckwagon brand dog food. Johnson & Johnson had a similar promotion for their game Tooth Protectors. More recently, Japanese Pepsi mascot Pepsiman got his own action game for the Playstation. Although Chase the Chuckwagon and Tooth Protectors were crap games with a logo, Pepsiman is actually a quality title. Hey, we may be on to something here: games with lots of corporate funding that don't suck. Who cares if they're nothing but commercials? They're a blast to play, and that's all that matters, right?

Even though entire games devoted to products like the ones mentioned aren't too common, product placement in games is getting more and more so. Before starring in his own game, for example, Pepsiman made his debut in Fighting Vipers for the Saturn, which was heavily sponsored by PepsiCo. Coca Cola is all over Sega's Top Skater, and tons of sponsors are in the Crazy Taxi

games. Why even have corporate sponsorship in a game, you ask? The aforementioned games were all lots of fun to play, made a ton of money for Sega, and sold really well. If it wasn't for those advertising dollars, though, they may not have had as much time for development, or started out with the budget they did—Sega's programmers gotta eat too, ya know. Advertising equals money, which directly relates to how much time developers can get paid for working on a game, which means the game can be improved and refined more. If advertising means better games, I have no problem with it, and I'm sure most gamers don't either. But when does ad placement in games cross the line? When does it become too distracting, too unrelated to gaming as to take away from the enjoyment?

Do we really need more ads in our life? Billboards and placemats, keychains and lighters, even pro-sports cheerleaders wearing removable tattoos of corporate logos for money. I thought I saw a new low when a certain law office started giving away American flags—with the pretext of patriotism—and had the names and numbers of their lawyers on them. It's only a matter of time before someone stoops lower and comes up with

another way to squeeze their business name on something that has nothing to do with their product—will videogames be next? Can we expect the Goodyear blimp to fly over Snake's head in Metal Gear Solid 2: Sons of Liberty? How about a full motion video commercial for Monistat 7 while Dead or Alive 3 loads? A coupon for free foot pain analysis with every Nyko X-Box controller?

I think we should keep an open mind about things: not judge too harshly, especially since advertising in games has been kept down to a minimum for the most part. In time we may even tune it out like we do ads on TV and in magazines. I don't think it'll ever get to the point where we'll have actual full length commercials in games, or Mario looking at the camera peddling Nintendo-brand health insurance. And so, my official statement to the corporate marketing bigwigs is: If you want to put lots and lots of your money towards more and better games, great! But don't fuck with the games themselves, and don't insult gamers by forcing unrelated ads down our throats.

-Jessen Jurado

**Afta,
The Solid
choice!**



Calvin Klein™

POLITICS: Your Law Is Fucked!

FOUL

In late October the Supreme Court

let stand a lower court ruling that barred the enforcement of Indianapolis' violent videogame law. The law sought to "protect" minors from violent and sexually explicit arcade games by permitting only those 18 and over from playing such games, requiring warning labels and segregating such games by curtains when they were in arcades.

Finding that kids have First Amendment rights, and noting that books, television and movies are also violent and sexually explicit, the Appellate Court viewed the ordinance as unconstitutional and misguided. By refusing to hear the case, the Supreme Court let the Appellate Court decision stand.

The Appellate Court, in the case titled *American Amusement Machine Association v. Kendrick*, reviewed the Indianapolis ordinance that defined "an amusement machine that predominantly

appeals to minors' morbid interest in violence or minors' prurient interest in sex, is patently offensive to prevailing standards in the adult community as a whole with respect to what is suitable material for persons under the age of eighteen years, lacks serious literary, artistic, political or scientific value as a whole for persons under" that age, and contains either "graphic violence" or "strong sexual content" as "harmful to minors". As such, those under 18 couldn't play the games (if they did, the game owner would be fined), the games would require warning labels and, in arcades, be separated from the "regular" games by a curtain (what 12 year old wouldn't be trying to sneak behind the curtain?).

Thankfully, Judge Richard Posner (a Reagan appointee who has spoken about legalizing marijuana!) wrote a great decision, basically telling the city of Indianapolis their ordinance was **FUCKED**. Posner pointed out that Indianapolis was trying to squeeze violence and sex

into the same category, call the games obscene, and thus pass constitutional muster. After determining that minors have First Amendment rights, Judge Posner wrote:

This is not merely a matter of pressing the First Amendment to a dryly logical extreme. The murderous fanaticism displayed by young German soldiers in World War II, alumni of the Hitler Jugend, illustrates the danger of allowing government to control the access of children to information and opinion. Now that eighteen-year-olds have the right to vote, it is obvious that they must be allowed the freedom to form their political views on the basis of uncensored speech before they turn eighteen, so that their minds "are not a blank when they first exercise the franchise. And since an eighteen-year-old's right to vote is a right personal to him rather than a right to be exercised on his behalf by his parents, the right of parents to enlist the aid of the state to shield their children from ideas of

which the parents disapprove cannot be plenary either. People are unlikely to become well-functioning, independent-minded adults and responsible citizens if they are raised in an intellectual bubble.

Posner compared the games at issue, *House of the Dead* and *Ultimate Mortal Kombat 3*, with literature, television and movies. He even gives some credit to *MK3*, describing "the game is feminist in depicting a woman as fully capable of holding her own in violent combat with heavily armed men. It thus has a message, even an 'ideology,' just as books and movies do." Funny how Shiva made her way into an Appellate Court decision just 'cause she could kick some ass!

Go forth and play your violent and sexually explicit videogames proudly. If your town tries to pass a law regarding violent videogames, tell 'em Judge Posner said such a law is constitutionally fucked, and hand them a copy of this magazine.

-Dave Stein



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FOUL RELEASE DATES

	Title	Date		Title	Date
GameBoy Advanced	Frogger's Adventure: Temple of the Frog	November-01	PlayStation 2	Hidden Invasion	December-01
	Jurassic Park 3: Primal Fear	November-01		Jimmy Neutron: Boy Genius	December-01
	Cruis'n Velocity	November-01		Jonny Mosely Mad Trix	December-01
	Madden NFL 2002	December-01		Shifters	December-01
	An American Tail	December-01		Tetris Worlds	December-01
	Columns	December-01		The Weakest Link	December-01
	Star Wars: Jedi Power Battles	December-01		Tsungai: Atonement	December-01
	Prehistorik Man	December-01		USA Racer	December-01
	Sonic the Hedgehog Advance	December-01		Wipeout Fusion	December-01
	Army Men: Operation Green	December-01		Worms Blast	December-01
	Mortal Kombat Advance	December-01		Zorro	December-01
	Duke Nukem	January-02		Jak and Dexter: The Precursor Legacy	December-01
	Pocky and Rocky	January-02		Rayman Arena	December-01
	Creatures	January-02		WTA Tour Tennis	January-02
GameCube	Tekken Advance	January-02		Commandos 2	January-02
	Casper	February-02		Deus EX	January-02
	Snowboard	February-02		Dragon Rage	January-02
	Top Gun	February-02		H2O Overdrive	January-02
	Jungle Book	March-02		Herdy Gerdy	January-02
	FIFA Soccer 2002	November-01		Maximo: Ghosts to Glory	January-02
	Eternal Darkness: Sanity's	December-01		Megarace 3	January-02
	Super Smash Bros. Melee	December-01		Salt Lake 2002	January-02
	Mario Sunshine	2nd. Qtr. 2002		Sprint Cars 2002	January-02
	NBA Street	2nd. Qtr. 2002		Circus Maximus	February-02
PlayStation 2	NBA 2K2	Spring 2002		Medal Of Honor Frontline	February-02
	Jekyll & Hyde	November-01		Virtua Fighter 4	February-02
	Jeremy McGrath Supercross World	November-01		Frank Herbert's Dune	February-02
	No One Lives Forever	November-01		Gun Survivor 2: Code Veronica	February-02
	Pirates: Legend of Black Kat	November-01		Run Like Hell	February-02
	Police 911	November-01		Kelly Slater's Pro Surfer	March-02
	SOCOM: U.S. Navy Seals	November-01		Mat Hoffman's Pro BMX 2	March-02
	Tetris Worlds	November-01		MLB Slugfest	March-02
	World Rally Championship	November-01		Pac Man World 2	March-02
	Ecco the Dolphin	December-01		PRYZM: The Dark Unicorn	March-02
	Eve of Extinction	December-01		Seaman	March-02
	GoDai: Elemental Force	December-01		Space Race	March-02

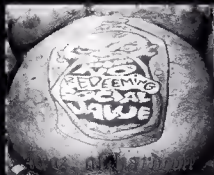
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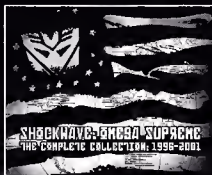
	Title	Date
PS 2	Timesplitters 2	March-02
	UFC: Throwdown	March-02
	Colin McRae 3	May-02
	Final Fantasy X	1st Quarter-02
X BOX	Amped: Freestyle Snowboarding	November-01
	Azurik: Rise of Perathia	November-01
	GUNVALKYRIE	December-01
	NFL 2K2	December-01
	Nightcaster	December-01
	Star Wars: Obi Wan	December-01
	SSX Tricky	December-01
	Jet Set Radio Future	January-02
	Medal of Honor: Allied Assault	January-02
	New Legends	January-02
	Unreal Championship	March-02
	The Matrix	April-02

Title	Date
Wreckless	April-02
Battlefield: 1942	May-02
Outlaw Golf	May-02
College Basketball 2K2	July-02
Turok Evolution	August-02
Apprentice Knight	TBA
Armada 2	TBA
BC	TBA
Bruce Lee: Quest of the Dragon	TBA
Call of the Dragonfly	TBA
Kakuto Chojin	TBA
Metal Dungeon	TBA
Metal Gear Solid X	TBA
Sega GT 2002	TBA
Shenmue II	TBA
WWF Raw is War	TBA

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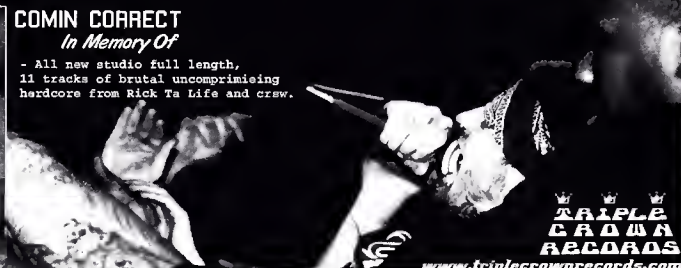


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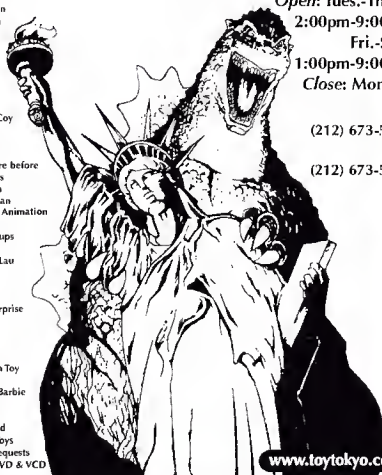
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True Meaning of Christmas VS. Video Games

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EXPOSED: I Smell Bullshit

Writers of local game rag's "Next Issue" section revealed as a total liar!...Get the next one anyway, it'll be good.

Next Month's Hot Chick

Damaris



ALRIGHT, granted we are **FOUL** magazine; our office **IS** on Saint Marks, and this **IS** NYC for Christ-sakes. So why can't we put our 2 cents in on what's dope with dudes?



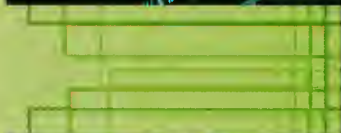
Whether you're out scoring ludes or pickin' up the latest Bay City Rollers 8-track, you're stylin' when you kick it in bell-bottoms.



Check out this DIY shrine to punk legend Sid Vicious. Nice.



It's hard not to be a cooler or cooler when your mod robes lands you a '60s goddess like this style queen.



It's not like I fan of exercise or anything, but there **IS** something about a hottie in her jump suit.



See, I'm not a big fan of that modern hippy thing, but this dude has it down pretty tight.



A splash of sock-hop with that '60s get-up and a smidge of Dr. Who with that scarf. Right-on!

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